

DALLAS COWBOYS FOOTBALL CLUB

2006  
OFFENSIVE PLAYBOOK

## 2006 TRAINING CAMP PRACTICE SCHEDULE

### 1-A-DAY

6:00 a.m.	-	8:00 a.m.	Breakfast (Optional)
6:30 a.m.			Treatment for injured players (MANDATORY)
7:00 a.m.	-	8:15 a.m.	Weights Available
8:30 a.m.	-	8:50 a.m.	Special Teams Meeting (Posted)
8:50 a.m.	-	11:30 a.m.	Offense/Defense Meetings
			8:50-9:35 – <i>Prior Practice</i>
			9:35-10:25 – <i>Install &amp; Review Install</i>
			10:25-10:30 – <i>Break</i>
			10:30-11:00 – <i>Individual Meeting</i>
11:30 a.m.	-	12:30 p.m.	Lunch (MANDATORY)
12:15 p.m.			Coaches Meeting
12:30 p.m.	-	1:40 p.m.	Tape and Dress (Rookies first)
1:40 p.m.			Special Teams Walk-thru
1:50 p.m.			OTL – S, H, K, QB, RB, TE (Ball Handle) (Def – GL Cover People)
2:00 p.m.			Walk-thru
2:15 p.m.	-	2:26 p.m.	Stretch and Starts
2:26 p.m.	-	2:38 p.m.	Individual
2:38 p.m.	-	2:45 p.m.	Play Action vs. Air
2:45 p.m.	-	2:52 p.m.	Group Tech (TBA)
2:52 p.m.	-	3:01 p.m.	Team Run (12) Include 5¢ Runs or 1 Back
3:01 p.m.	-	3:08 p.m.	Special Teams #1
3:08 p.m.	-	3:12 p.m.	Break #1
3:12 p.m.	-	3:21 p.m.	Team Perimeter (12) – Mix Blitz
3:21 p.m.	-	3:29 p.m.	7 on 7 (10-12) Line – 1 on 1
3:29 p.m.	-	3:34 p.m.	Situations
3:34 p.m.	-	3:42 p.m.	Team 1 <sup>st</sup> & 2 <sup>nd</sup> Down (Mix Blitz vs. Reg-Det, Zone Blitz, Reg-Blitz)
3:42 p.m.	-	3:49 p.m.	Special Teams #2
3:49 p.m.	-	3:52 p.m.	Break #2
3:52 p.m.	-	4:00 p.m.	7 on 7 (10-12) 2L, 3 <sup>rd</sup> Med, 3L Line 2 on 2
4:00 p.m.	-	4:08 p.m.	Team – 2L, 3 <sup>rd</sup> Med, 3L, (Mix Blitz – People/Groups)
4:08 p.m.	-	4:18 p.m.	Specialty Team Period (GL, SY, 5¢, 2 Min, Red)
4:18 p.m.	-	4:20 p.m.	All Up
4:20 p.m.	-	4:30 p.m.	Returners of Day
			Available to Media coming off field
5:30 p.m.	-	7:00 p.m.	Dinner (MANDATORY)
7:00 p.m.			Special Teams Meeting (Posted)
7:20 p.m.			Squad Meeting
7:30 p.m.	-	9:40 p.m.	Offense/Defense Meeting
			7:30-8:30 – <i>Prior Practice</i>
			8:30-9:10 – <i>Install &amp; Review Install</i>
			9:10-9:40 – <i>Individual Meeting</i>
9:40 p.m.			Treatment for injured players (MANDATORY)
11:00 p.m.			Curfew – Bed Check

9. Failure to promptly report injury to Club physician or athletic trainer.....TBA
10. Weight control:  
All players subject to fine per pound and per day .....TBA
11. Loss of all or parts of playbook, scouting report or game plan.....TBA
12. Losing, damaging or altering Club provided equipment. Replacement cost plus.....TBA
13. Improper dress while traveling as a member of the team .....TBA
14. Throwing football into the stands .....TBA
15. Players ejected from game .....TBA
16. Players who become injured as a direct result of not wearing their "unaltered" team issued equipment.....TBA
17. Players not paying personal expenses at hotel (i.e., long distance phone charges, in-room movies, room service), fined at a rate not to exceed five (5) times the total unpaid expense, to be deducted from your paycheck.
18. Players who fail to go on the field with their Special Teams unit.....TBA
19. Personal phone or beeper going off in organized meeting.....TBA

20. **\*\*Conduct detrimental to Club** – Maximum fine of an amount equal to one week's salary and/or suspension without pay for a period not to exceed four (4) weeks. (Conduct detrimental to Club includes, but is not limited to, violation of any Team Rules or Regulations.)

**In Addition**, repeated violations of the above-listed discipline categories may result in escalation of the discipline. Fines may be doubled and then tripled for repeat violations, and continued violations thereafter may result in a fine or suspension without pay for conduct detrimental.

Clubs must promptly notify a player of any discipline; notice of any club fine in the TBA maximum category and of any "conduct detrimental" fine or suspension must also be sent to the NFLPA.

As stated in Article XI, Section 5, of the 1993 Collective Bargaining Agreement, "The Commissioner's disciplinary action will preclude or supersede disciplinary action by any club for the same act or conduct." Thus, for example, a Commissioner-imposed fine for throwing football into the stands will supersede and substantially exceed the club fine of TBA.

## 2006 TEAM RULES AND REGULATIONS - CONTINUED

10. The athletic training staff, equipment staff, video staff, secretaries, training camp help, and all Cowboys' personnel have the same goals and objectives as team members. Be courteous and aware of their roles as well.
11. We all should be reminded that the N.F.L.P.A. and the club presidents have agreed that each will use its best efforts to avoid public comments by clubs, owners, non-playing personnel, as well as by players or coaches, which express adverse criticism of the club, the coach of the operation and policy thereof, or which tend to cast discredit upon a club, a player or any other person involved in the operation of the club or the League.
12. Policies regarding Training Camp, Locker Room, Equipment Room, Travel, Medical, Weight Room, and player weight will be discussed during training camp.
13. You are asked to use the following procedures for shipping mail:
  - A. **Fan Mail** – Use your assigned jersey number as a return address to insure that you are not charged for postage.
  - B. **Personal Mail** – Attach correct postage (if known). Use your name to insure that all change due you is returned.
  - C. **Off-Season Mail** – Please complete the information sheet and return it to the Mail Room as soon as possible with the location to which you would like fan mail and messages shipped during off-season.



## TRAINING ROOM AND INJURY PROCEDURES

The **Training Room** is a place for taping, first aid, treatment and rehabilitation of injuries. For maximum efficiency and for your benefit, the following rules should be observed.

1. Please keep the Training Room clean and sanitary. The Training Room is a paramedical facility. For that reason, shower and wear shorts.
2. Rookies must be taped a minimum of one hour before practice during the pre-season (before meetings during the regular season).
3. It is your responsibility to report all injuries and illness to the athletic trainers immediately, even if you feel they are minor. You will then be referred to the team physician most qualified to handle your particular problem.
4. Injured players who cannot participate in practice must receive a minimum of four (4) treatments daily in training camp, and three (3) daily in season, and attend all practices and meetings promptly unless otherwise instructed. You are to be on the field in uniform with your group, unless the Head Coach or Head Athletic Trainer instructs otherwise.
5. On the morning following a game, it is your responsibility to report to the athletic trainer and/or physician for evaluation and/or treatment of any new injuries. If you do not show up for treatment, it will be expected and required that you practice on schedule.
6. Any player who disregards the athletic trainer's or physician's advice or misses a scheduled doctor's appointment is subject to the maximum fine allowed by the N.F.L.
7. Players who wish to see outside health care providers must first have **oral or written permission** from the Club before the Club will consider payment for these services. **THIS INCLUDES ALL OFF-SEASON SURGERIES AND REHABILITATION.**
8. Weigh-ins, either announced or unannounced, can take place at any time. Players with assigned weights will be subject to fines if they are over their assigned weight. The Strength Coach or Athletic Trainers will be responsible for reporting a player's excess weight.
9. Please remove all newspapers, magazines or paper cups from the whirlpool area after use to help keep the area sanitary. **Please keep this area clean.**

## DALLAS COWBOYS PLAYER DEVELOPMENT

Success as a Dallas Cowboy means being a "World Champion" on and off the field. It means creating an environment that ensures Super Bowl rings on the field, and similar success away from the field, both now and in the future.

All professional athletes are faced with many demands and expectations; however, because you are a Dallas Cowboy, the demands and expectations for you will often be and will always remain unique.

To help insure that all Dallas Cowboys players are "World Champions" on and off the field, the Dallas Cowboys organization has created the *Department of Player Assistance/Development*. This department is designed to help Cowboys' players and their families maximize and leverage the NFL experience. All of the programs are designed to insure the highest degree of professionalism and confidentiality.

Player Assistance/Development will help players in the following areas, among others:

1. Financial Management
2. Continuing Education (Degree Completion)
3. Career Development
4. Family Assistance and Personal Consultation
5. Interpretation of League Conduct Policies
6. Liason to NFL Employee Assistance Program

For further information on player programs, please contact:

Steve Carichoff, Director Player Assistance/Development ..... Office: 972/ 556-9957  
..... Mobile: 214/ 437-3646

Dr. Jacqualeene Stephens, Personal & Family Assistance ..... Office: 972/ 556-9334  
..... Mobile: 214/797-2076

Calvin Hill, Consultant, ..... Mobile: 214/ 437-8339  
..... Office: 202/ 546-0111

## Player Responsibilities

☐ Re-read Paragraph 15 of your contract. You have agreed as a condition of your employment not to use or distribute drugs.

☐ Also re-read Paragraph 8 of your contract. You have agreed to maintain yourself in excellent physical condition, to undergo complete physical examinations, and to disclose to the Club physician any physical or mental condition, which might impair your performance, including use of drugs.

☐ Your Collective Bargaining Agreement requires that you submit to testing for chemical abuse or dependency when directed to do so on reasonable cause.

☐ For your own protection, for example, if you undergo surgery, you must notify the Club physician promptly of any medication or drugs obtained other than from Club sources.

**TO: ALL COWBOYS PLAYERS**

**FROM: PUBLIC RELATIONS DEPARTMENT**  
(Rich Dalrymple, Brett, Daniels,  
Scott Agulnek, Emily Robbins and Whitney Brandon)

**RE: 2006 MEDIA AND PUBLIC RELATIONS**  
(VETERANS PLEASE NOTE NEW INFORMATION)

The National Football League is America's most popular sports attraction. This popularity provides you with a unique stature as a celebrity in the Dallas community. It is in your best interest to take advantage of this situation by developing a good relationship with the media and the fans.

There is a page in your playbook on the importance of cooperating with the news media. This obligation also is emphasized in Paragraph 4 of your contract and in the Collective Bargaining Agreement. **Please remember when you talk to a reporter that through him, you are talking to the fans that support the game. What you say will be read or heard by the fans, your teammates, your coaches, your family, and by business leaders in the community who may be able to help you. Especially keep in mind the example you set for children who look up to you as role models.**

~~Cowboys players have an excellent reputation for cooperation with the media. It is one of the reasons for our team's great popularity. With your help, this tradition will continue.~~

The Public Relations Department is ready to assist you in your dealings with the media and the public. Following is a profile of the Dallas-Fort Worth media and a description of the Club's media and public relations policies.

#### **The Media**

##### **Dallas Morning News**

- Circulation 397,555 daily, 585,950 Sunday.
- Jean Jaques Taylor and Todd Archer cover the Cowboys beat.
- Tim Cowlshaw, Kevin Sherrington, Gerry Fraley and Kevin Blackistone are the columnists.
- Rick Gosselin covers the NFL.

##### **Fort Worth Star-Telegram**

- Circulation 253,770 daily, 325,780 Sunday.
- Clarence Hill and Mac Engle cover the Cowboys beat.
- Charean Williams Covers the NFL.
- Gil LeBreton, Jim Reeves, Randy Galloway and Jennifer Floyd Engle are the columnists.

### **Cowboys Special Edition**

- This weekly half-hour show during the season is produced by the Cowboys and features Cowboys Owner Jerry Jones.
- It is seen in Dallas on Saturday nights. It is also shown in 20 other cities in the southwest.

### **The Cowboys Coach's Show**

- A half-hour show with Coach Parcells shown on Channel 11 on Sunday mornings during the season.

You also can expect to deal with reporters from outside Dallas. This includes the three television networks (FOX, NBC, ABC), cable TV networks like ESPN, CNN, TNT and HBO, *USA Today*, *Sports Illustrated*, plus newspapers and radio and TV stations from the cities of opposing teams (New York Times, Washington Post, Philadelphia Daily News, etc.).

Each week during the season, the network televising our game requests to visit with Coach Parcells and a few players for 10 minutes each the day before the game. This helps the network announcers immensely in preparing for their broadcast. If we are at home, these interviews will take place Friday after practice in one of our meeting rooms. On the road, the interviews are done after practice in the visiting city. We appreciate your cooperation on this matter.

### Returning Telephone Calls

The Public Relations Department receives numerous requests for player phone interviews. These calls are carefully screened. If you receive a message from the PR department to call a reporter, you are expected to return the call. Most of these calls are from reporters in the city of our upcoming opponent – or your hometown.

### Appearances

Emily Robbins, our Community Relations Director, coordinates player appearances. A variety of clients request players for autograph and photo sessions, grand openings, or speaking engagements at meetings and banquets. Please call Emily at 972/556-9359 to discuss your availability. It is a good way to meet people and make some extra money.

### Charity Involvement

As a Cowboys player, you are in an excellent position to help charitable causes with minimal effort. The Cowboys and the NFL are proud of their tradition of service to worthy causes. You are encouraged to become involved in at least one community service endeavor a year in addition to team charity functions. This can entail simply lending the use of your name to a charity for promotional purposes, or appearing at an organization's function, or filming or taping a public service announcement. Our players have always done an excellent job in this area. Please contact Emily Robbins at 972/556-9359 with any charity interests you may have.

### Fan Mail

The Dallas Cowboys acknowledge the importance of answering fan mail, and to assist in this matter, **all fan mail** returned to the Mail Room for shipment is **free of charge**. The Mail Room also provides, upon request, envelopes, cardboard for pictures, labels, shipping information, etc. **PLEASE NOTE:** While fan mail is free of charge, **all personal mail shipped must be paid for in advance**.

### NUMBERING OF HOLES



HOLES ARE NUMBERED EVEN (0-2-4-6-8) TO THE RIGHT – ODD (1-3-5-7-9) TO THE LEFT AS IN THE DIAGRAM ABOVE.

### NUMBERING OF BALL-CARRIER

1. RUNNING PLAYS WILL BE NUMBERED FROM 10 THROUGH 39, AND CALLED IN BACKFIELD SERIES BY A WORD DESCRIPTION. (EXAMPLE – RIDE 35 BASE – SPRINT 38 – JAB 36 POWER – MID 35 COUNTER).
  - a. RIDE
  - b. SPRINT
  - c. JAB
  - d. SLANT
  - e. MID
  - f. TOSS
  - g. PLUNGE
2. ALL 40'S ARE DRAWS (FB) "H OR F" WILL DESIGNATE 2-BACK DRAWS.
3. 50 THROUGH 90 – DROPBACK PASSES.
4. 100 SERIES – ARE PLAY-ACTION PASSES WITH THE QB SETTING UP BEHIND THE FAKE WITHIN THE TACKLE BOX.
5. 200 SERIES – ARE MOVE THE POCKET PASSES WITH THE QB SPRINTING OR DASHING TOWARD THE NUMBER CALLED.
6. 300 SERIES – ARE BOOTLEG, NAKED OR STAY PASSES – WITH THE QB ROLLING AWAY FROM THE NUMBER CALLED.
7. 400 SERIES – ARE PASS PLAYS THAT ARE DESIGNED FOR SOMEONE OTHER THAN THE QB TO THROW THE FOOTBALL.
8. 500 SERIES – ARE SCREEN PASSES – REGULAR SCREEN, PLAY ACTION SCREENS, AND QUICK SCREENS.
9. RUN SPECIALS – ARE AROUNDS, BEHINDS OR REVERSES THAT WILL BE PART OF OUR GAME PLAN EACH WEEK. THEY WILL COMPLIMENT SOME OF OUR BASE RUNS.
10. PASS SPECIALS – SPECIAL PASSES WHERE THE QB THROWS THE FOOTBALL AFTER HANDING THE BALL OFF, EXAMPLE: RIDE 34 CUTBACK FLEA FLICKER TOSS 38 PHILLY SPECIAL.

# FORMATIONS & VARIATIONS

WE WILL USE A COMBINATION OF NUMBERS AND DESCRIPTIVE TERMS TO GET INTO OUR VARIOUS FORMATIONS. OUR BASIC FORMATIONS WILL BE CALLED BY NUMBERS 0, 2, 6, 8, (EVEN) TO THE RIGHT AND 1, 3, 7, 9 (ODD) TO THE LEFT.

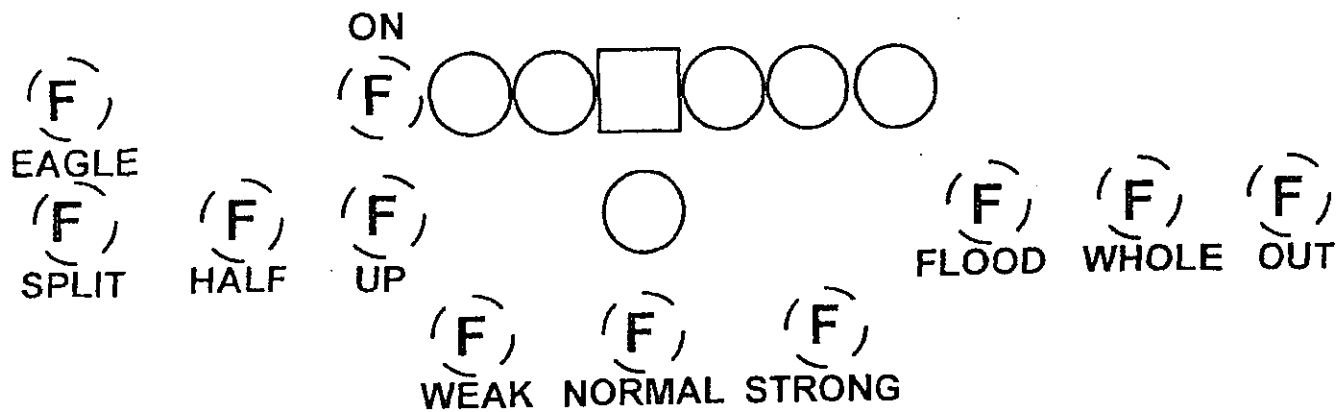
THE X, Y, Z, H, F AND QB WILL HAVE THEIR OWN DESCRIPTIVE TERMS THAT WILL POSITION THEM IN A VARIATION OF ALIGNMENTS.

NOTE: ANYTIME "GUN" PRECEDES THE FORMATION CALL, THE QB WILL NOT BE UNDER CENTER.

THE FOLLOWING PAGES WILL SHOW THE DESCRIPTIVE TERMS USED TO GUIDE ALIGNMENTS. THE TERMS SHOULD BE ASSOCIATED WITH THE STRONG AND WEAK SIDE OF THE FORMATION. THE TIGHT END IS CONSIDERED THE STRONG SIDE.

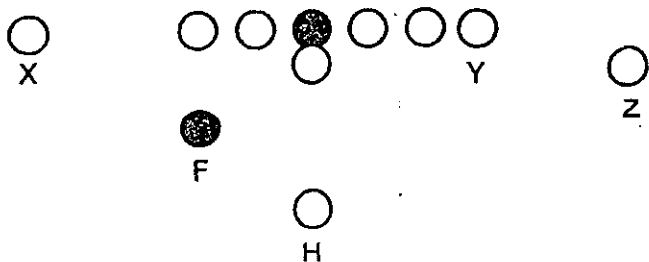


# F FORMATIONS AND VARIATIONS



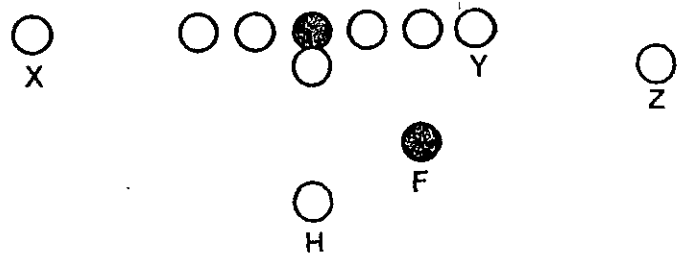
**NOTE:** BACK CLOSEST TO FORMATION CALL WILL MAKE THE WEAK OR STRONG ADJUSTMENTS.

## 0 WEAK



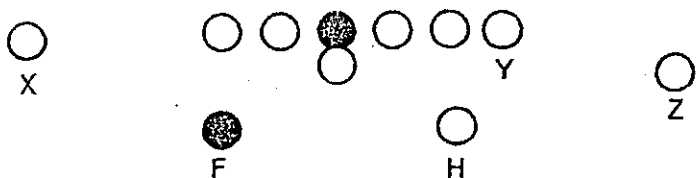
F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

## 0 STRONG



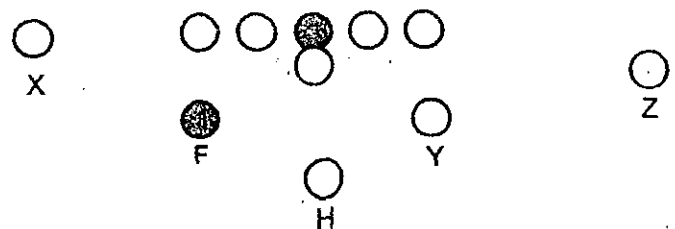
F - LINE UP STRADDLING INSIDE LEG OF STRONG TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

## 6 CHANGE



F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS..

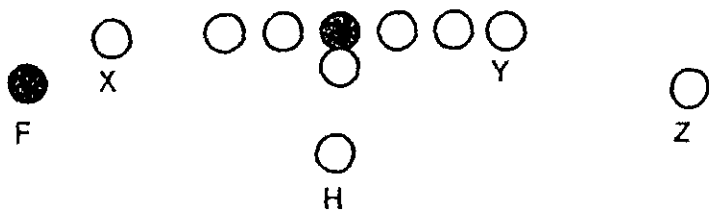
## 6 DEEP



F - LINE UP STRADDLING INSIDE LEG OF WEAK TACKLE WITH YOUR HEELS 5 YDS. FROM THE LOS.

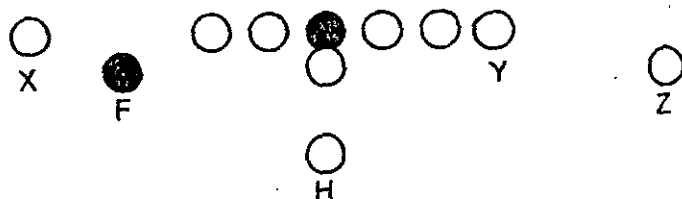
# F FORMATIONS AND VARIATIONS

## 0 SPLIT



F - 1 YARD OFF LOS (OUTSIDE THE X) 2 YARDS OUTSIDE THE #'S.

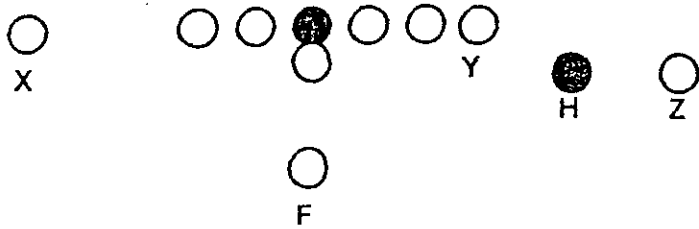
## 0 HALF



F - 1 YARD OFF THE LOS, SPLIT THE DIFFERENCE BETWEEN X & THE TACKLE.

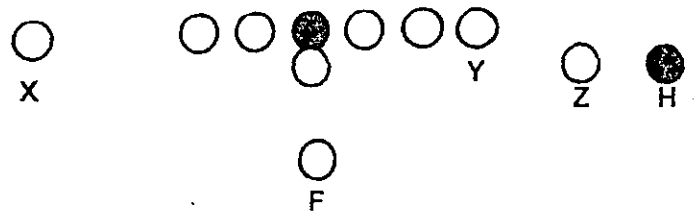
# H FORMATIONS AND VARIATIONS

## 8 WHOLE



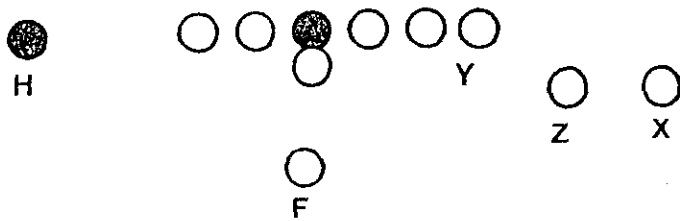
H - 1 YD OFF LOS, SPLITTING THE DIFFERENCE BETWEEN Y & Z.

## 8 OUT



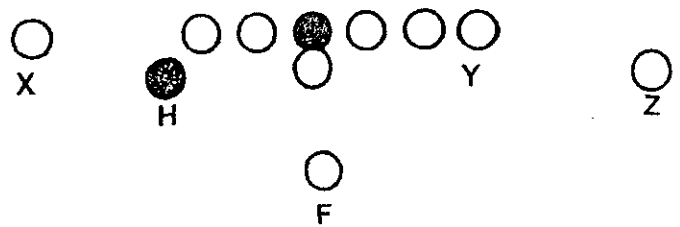
H - 1 YARD OFF LOS (OUTSIDE OF Z) 2 YDS OUTSIDE THE #'S.

## HAWK RIGHT



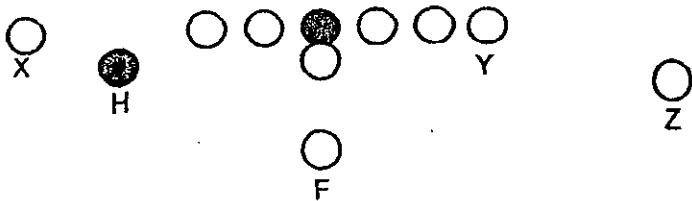
H - ON THE LOS, WEAK SIDE, 2 YARDS OUTSIDE THE #'S.

## 2 UP



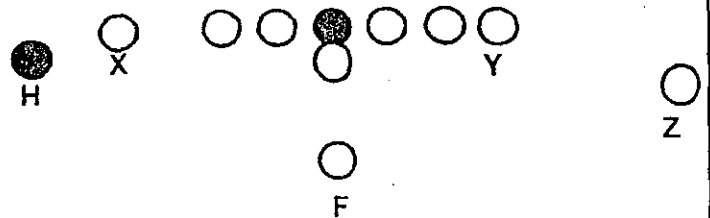
H - 3 POINT STANCE, 1X1 FROM THE TACKLE.

## 2 HALF



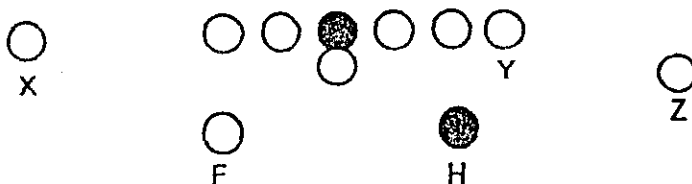
H - 1 YARD OFF THE LOS, SPLIT THE DIFFERENCE BETWEEN X & THE TACKLE.

## 2 SPLIT



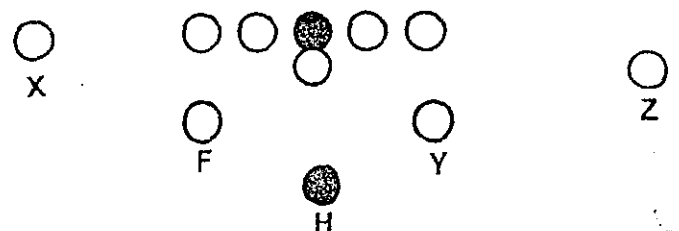
H - 1 YARD OFF LOS (OUTSIDE THE X) 2 YARDS OUTSIDE THE #'S.

## 6 CHANGE



H - LINE UP STRADDLING INSIDE LEG OF STRONG TACKLE WITH YOUR TOES 5 YDS. FROM THE LOS.

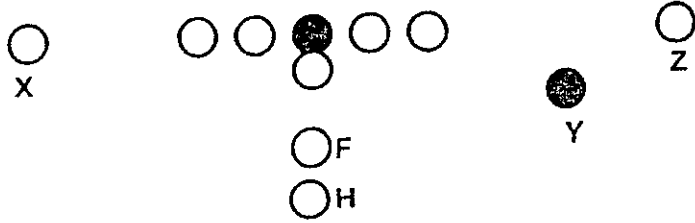
## 6 DEEP



H - ALIGN IN YOUR NORMAL ZERO POSITION.

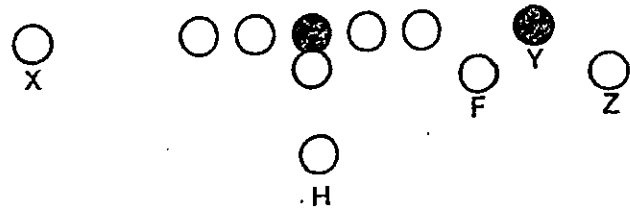
# TE (Y) FORMATIONS AND VARIATIONS

## 0 FLEX



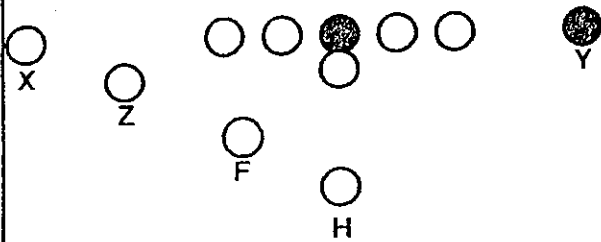
Y - 2 POINT STANCE SPLIT THE DIFFERENCE BETWEEN THE STRONG TACKLE AND Z RECEIVER OFF THE LOS.

## 0 TRUMP



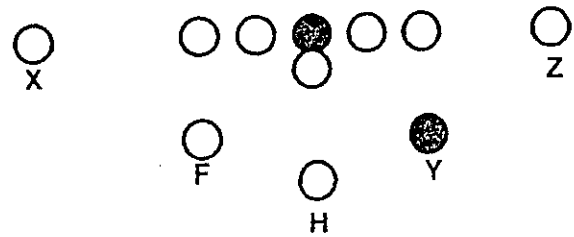
Y - 2 POINT STANCE POSITION YOURSELF 3 YARDS FROM THE STRONG TACKLE ON THE LOS.

## 0 WEAK WIDE SLOT



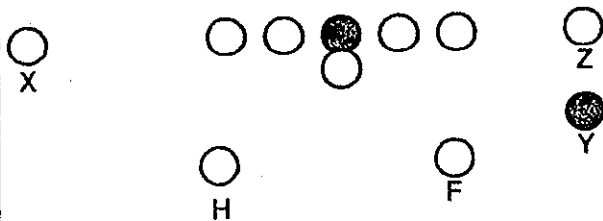
Y - 2 POINT STANCE POSITION YOURSELF 2 YARDS OUTSIDE THE #S ON THE LOS.

## 6 DEEP



Y - 3 POINT STANCE STRADDLING INSIDE LEG OF THE STRONG TACKLE, HEELS 5 YARDS FROM THE LOS.

## 6 CLUB

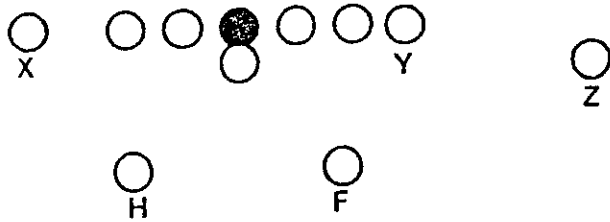


Y - 2 POINT STANCE, STACK DIRECTLY BEHIND THE Z RECEIVER 4 YDS. SPLIT FROM STRONG TACKLE.

# X FORMATIONS AND VARIATIONS

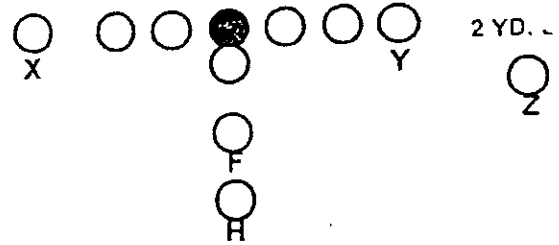
## 6 OPEN

X 4YD SPLIT!!



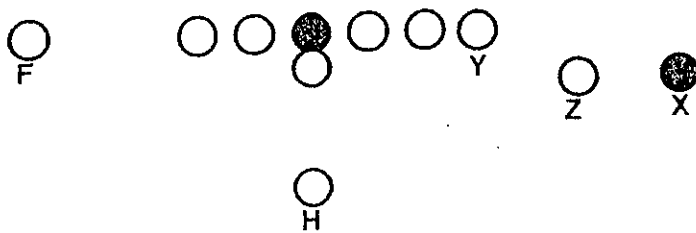
## 0 NASTY

4 YD. SPLIT

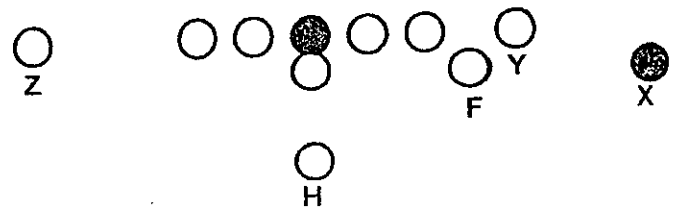


NASTY IMPLIES AN OPEN SPLIT FOR X AND A CLOSE SPLIT FOR THE Z.

## EAGLE RIGHT

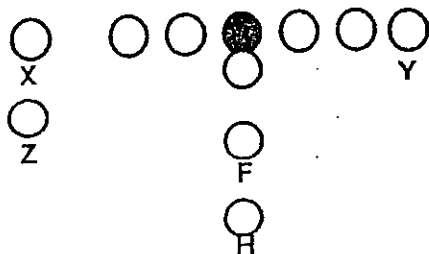


## 0 BOX SWITCH



SWITCH IMPLIES Z AND X SWITCH, BUT THEY KEEP THEIR IDENTITY.

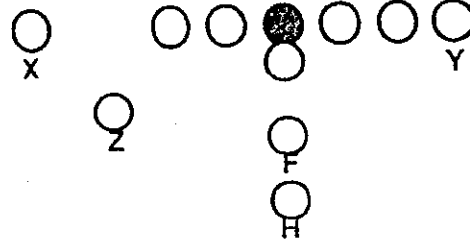
## 0 STACK



X - ALIGN ON THE LOS 4 YD. SPLIT FROM THE WEAK TACKLE THE Z RECEIVER WILL ALIGN DIRECTLY BEHIND YOU.

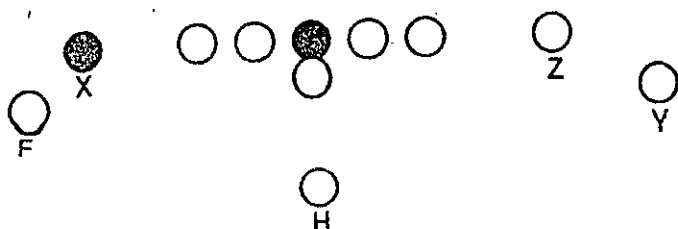
## 0 SLOT NASTY

4 YD. SPLIT



X - SLOT NASTY IMPLIES AN OPEN SPLIT FOR X WITH THE Z SPLITTING THE DIFFERENCE BETWEEN THE X AND THE WEAK TACKLE.

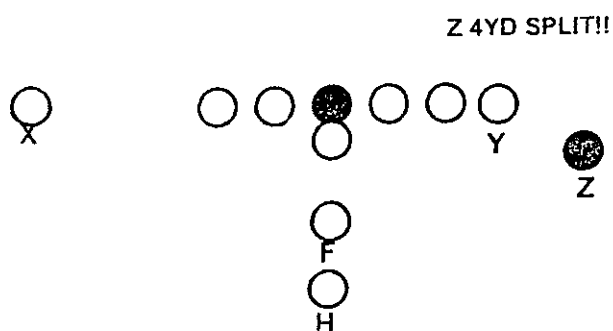
## 0 SPLIT WIDE



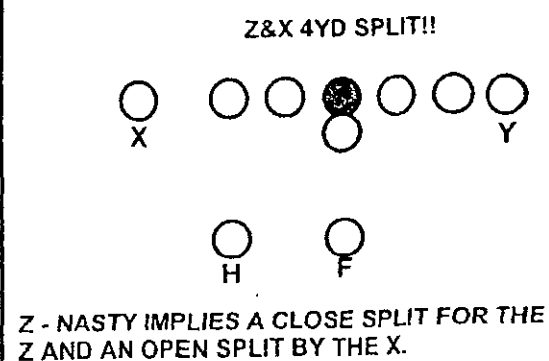
X - SPLIT THE DIFFERENCE BETWEEN F AND THE WEAK TACKLE ON THE LOS.

## Z FORMATIONS AND VARIATIONS

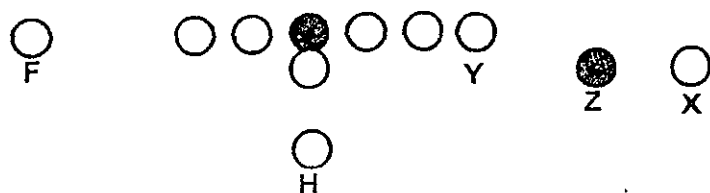
### 0 CLOSE



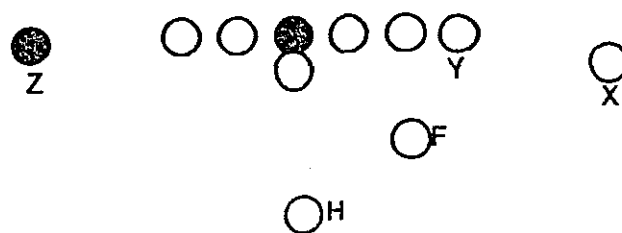
### 2 NASTY



### EAGLE RIGHT

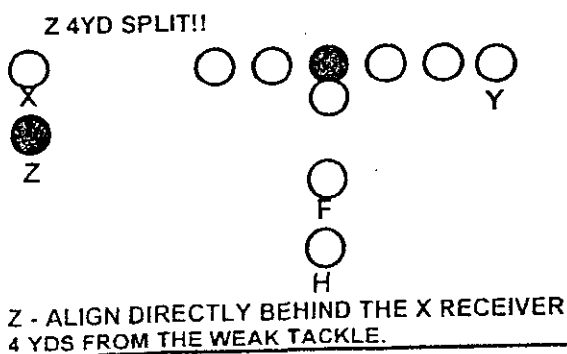


### 0 STRONG SWITCH

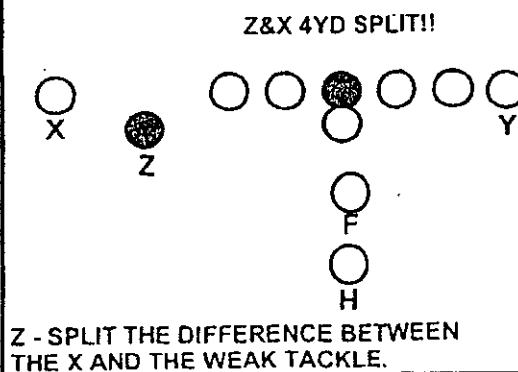


Z AND X SWITCH BUT KEEP THEIR IDENTITY.

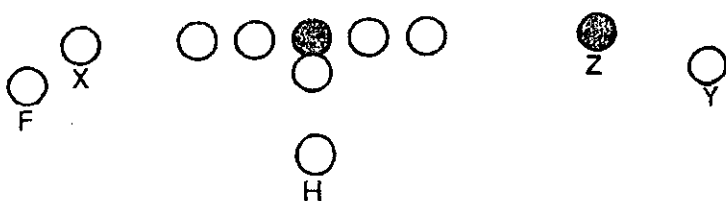
### 0 STACK



### 0 SLOT NASTY

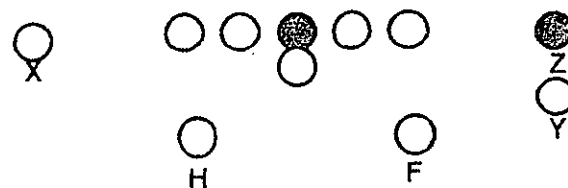


### 0 SPLIT WIDE



Z - SPLIT THE DIFFERENCE BETWEEN THE STRONG  
TACKLE AND THE TE ON THE LOS.

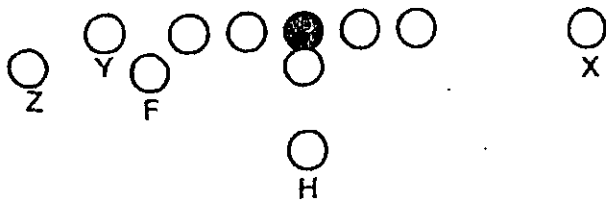
### 6 CLUB



Z - ALIGN ON THE BALL SPLIT 4 YDS FROM  
THE STRONG TACKLE, THE Y WILL ALIGN  
DIRECTLY BEHIND YOU.

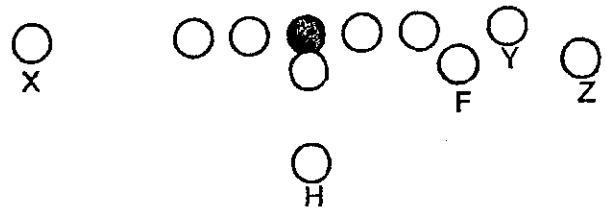
# BUNCH FORMATIONS

## 1 TRUMP

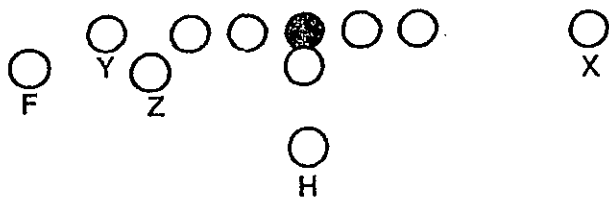


(Y SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

## 0 TRUMP

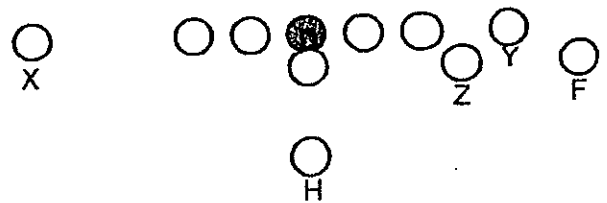


## 1 CLUSTER

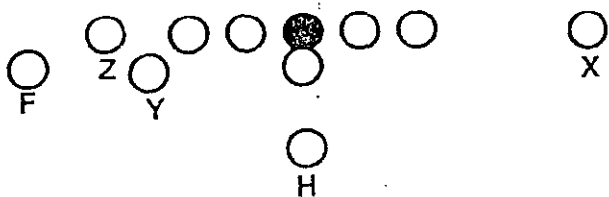


(Y SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

## 0 CLUSTER

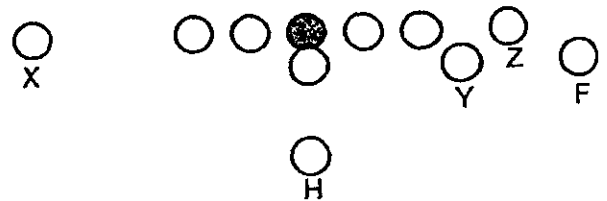


## 1 BUNCH

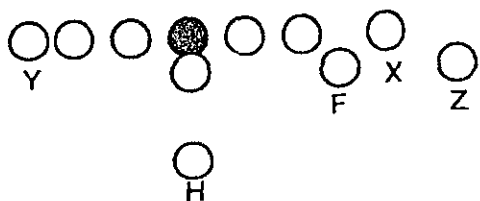


(Z SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

## 0 BUNCH

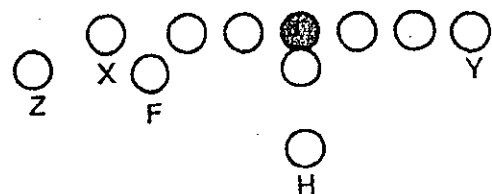


## 1 TRIO



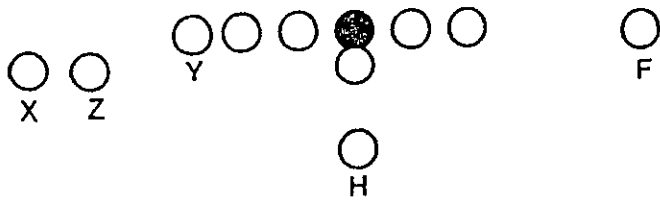
(X SETS THE POINT 3 YDS FROM TACKLE,  
EVERYONE IN 2 POINT STANCES)

## 0 TRIO

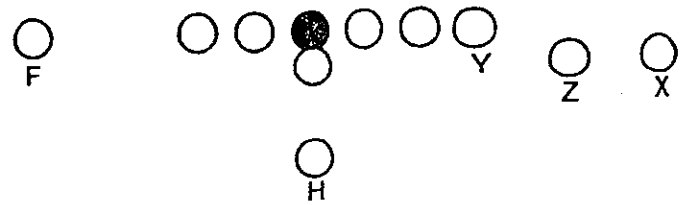


# BASE WORD FORMATIONS

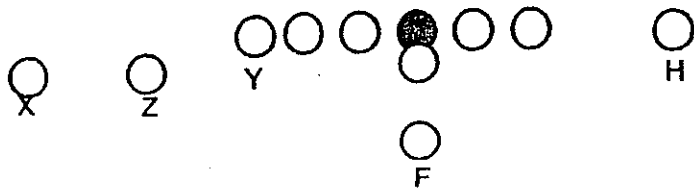
EAGLE LT



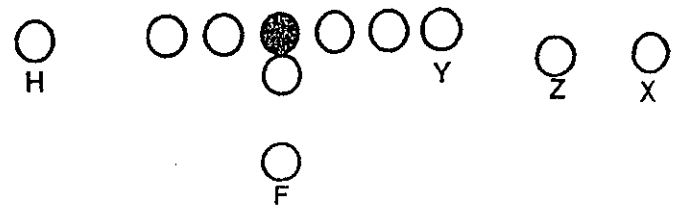
EAGLE RT



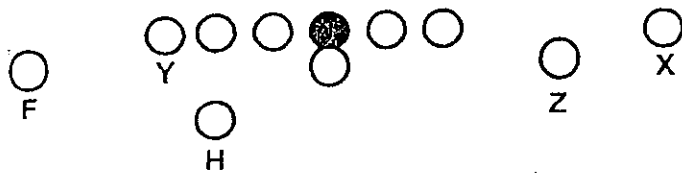
HAWK LT



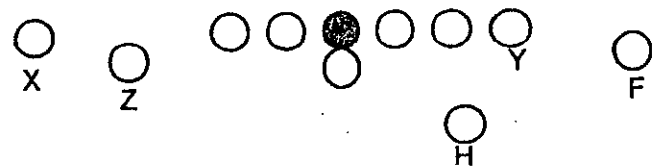
HAWK RT



F LT

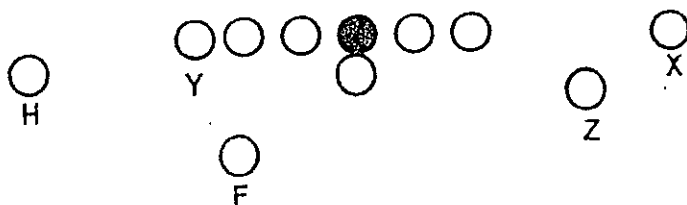


F RT

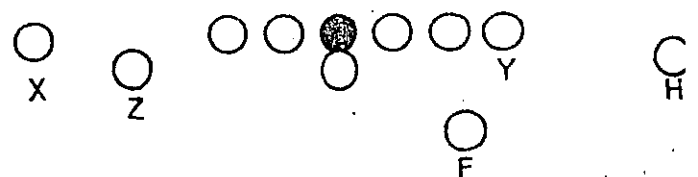


(OUT SLOT FORMATION WITH H OFF-SET STRONG)

H LT



H RT



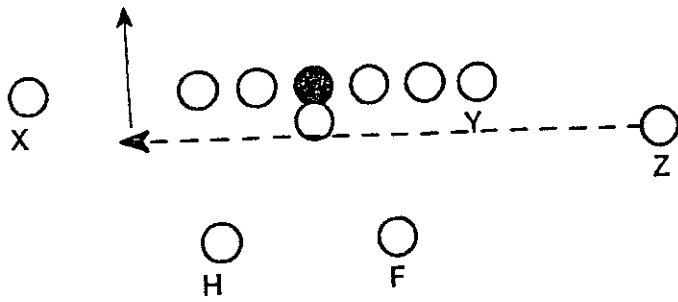
(OUT SLOT FORMATION WITH F OFF-SET STRONG)



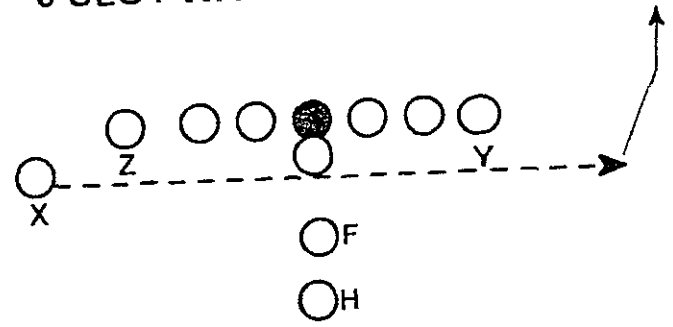
# MOTIONS/ SHIFTS

# MOTION VARIATIONS

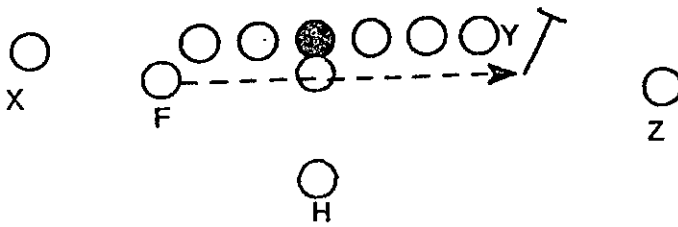
6 ZAC



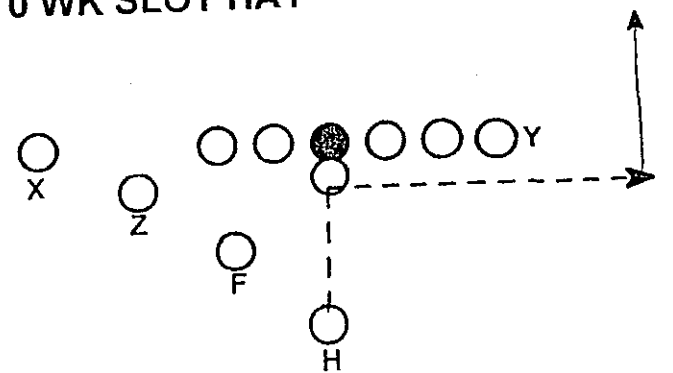
0 SLOT WAC



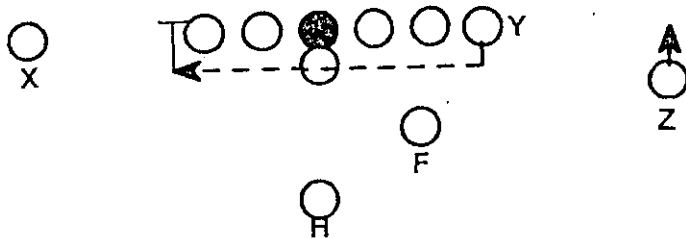
0 UP FAP



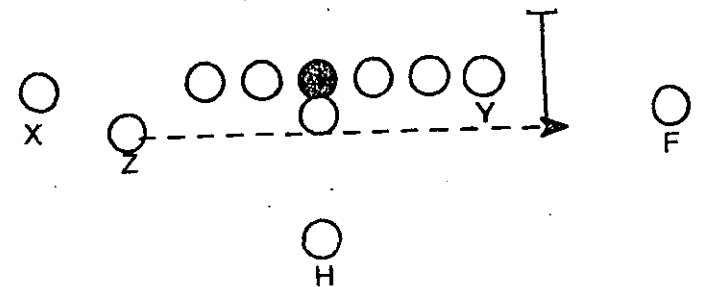
0 WK SLOT HAT



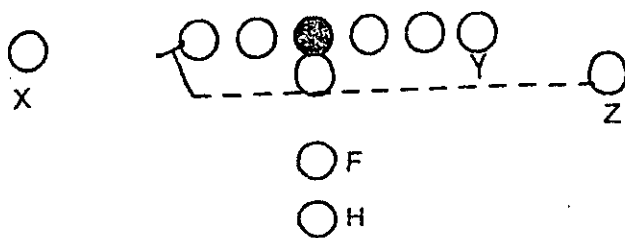
0 STRONG YAP



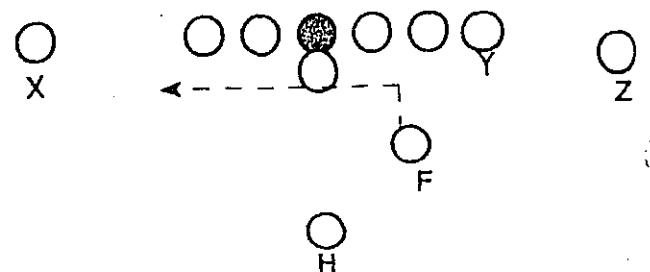
0 OUT SLOT ZAP



0 ZAP

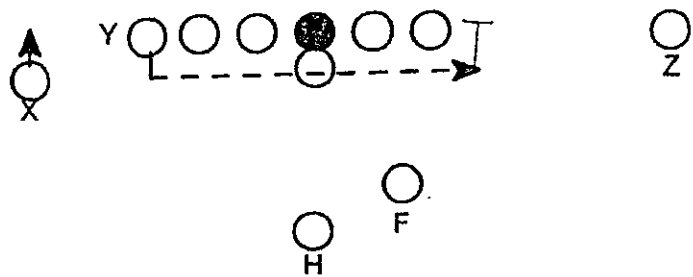


0 WK FAX

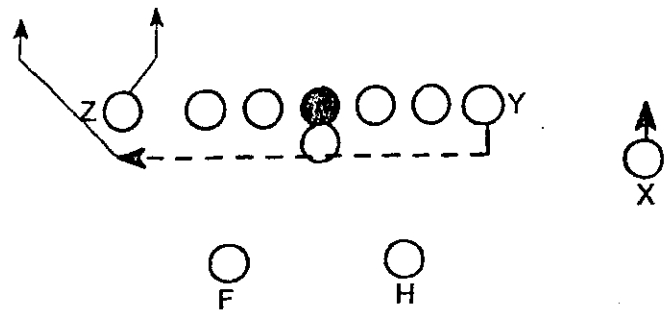


# MOTION "TO" FORMATIONS

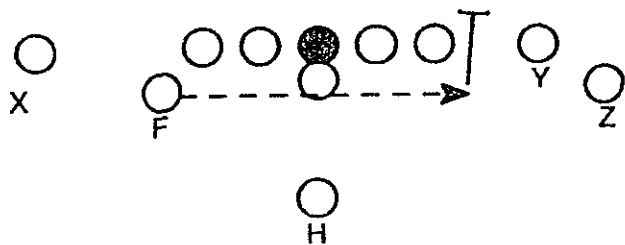
YAP TO 0 STRONG



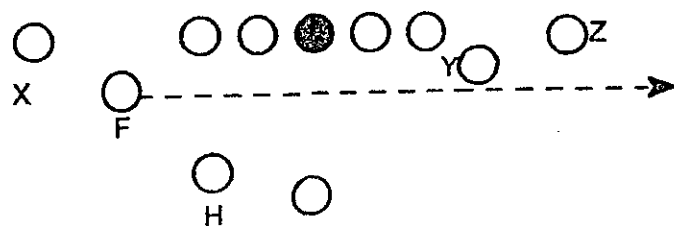
YAC TO 7 CLOSE



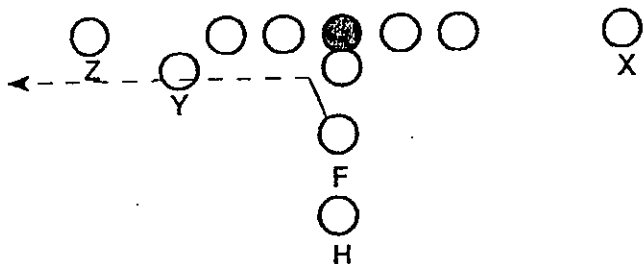
FAP TO 0 TRUMP



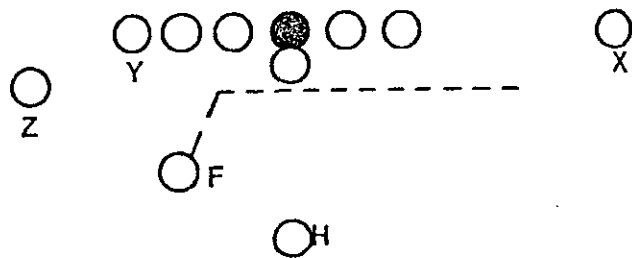
FAC TO GUN TRIPS RT



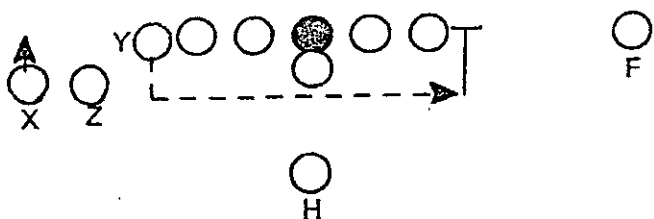
1 OFF FAT



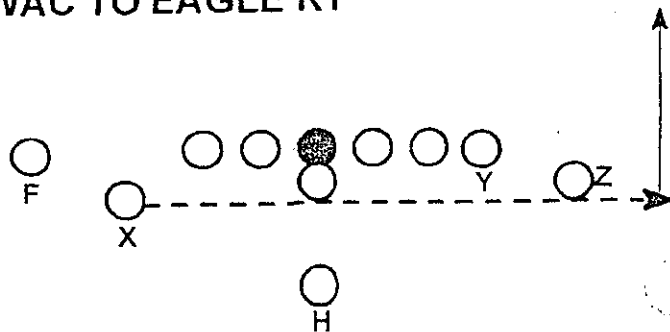
1 STRONG FAX



YAP TO 0 OUT SLOT



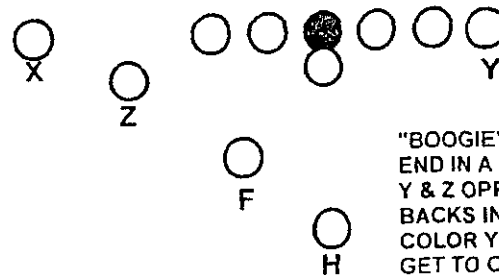
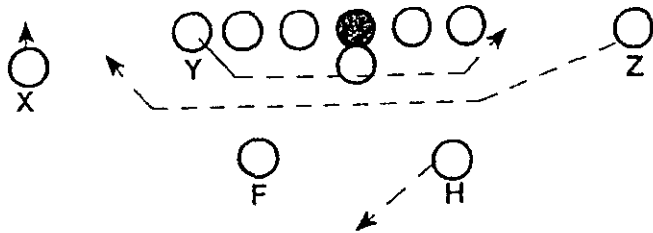
WAC TO EAGLE RT



# SLOT SHIFT PACKAGE

BEFORE

AFTER

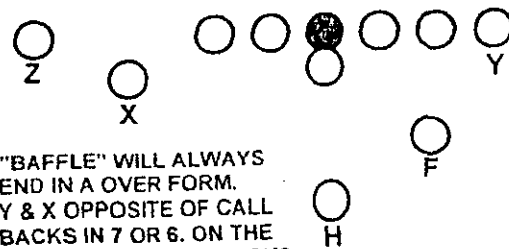
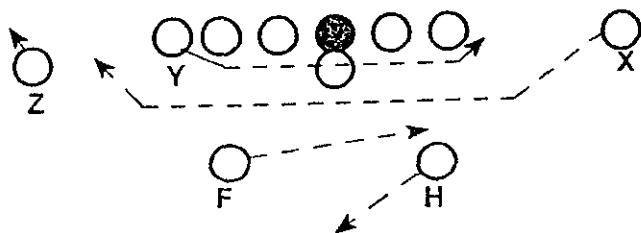


"BOOGIE" WILL ALWAYS END IN A SLOT FORM. Y & Z OPPOSITE OF CALL BACKS IN 7 OR 6. ON THE COLOR Y/Z SHIFT & BACKS GET TO CORRECT SET.

"BOGGIE" TO 0 WEAK SLOT

BEFORE

AFTER

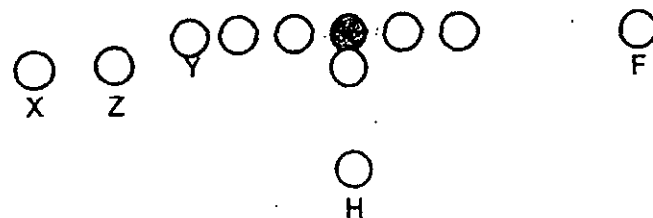
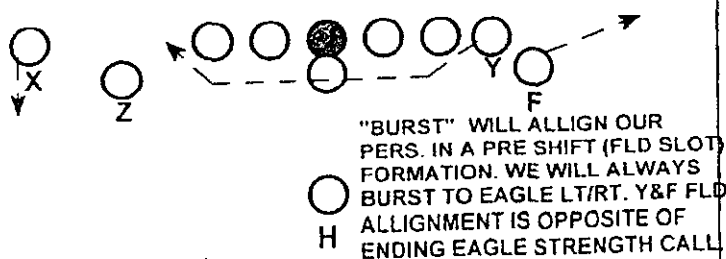


"BAFFLE" WILL ALWAYS END IN A OVER FORM. Y & X OPPOSITE OF CALL BACKS IN 7 OR 6. ON THE COLOR Y/X SHIFT & BACKS GET TO CORRECT SET.

"BAFFLE" TO 0 STRONG OVER

BEFORE

AFTER

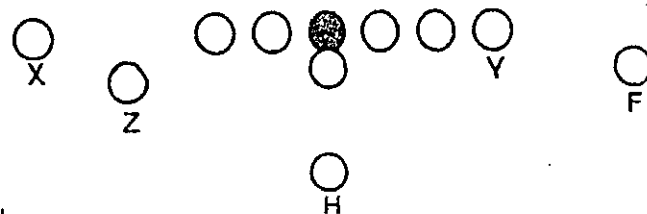
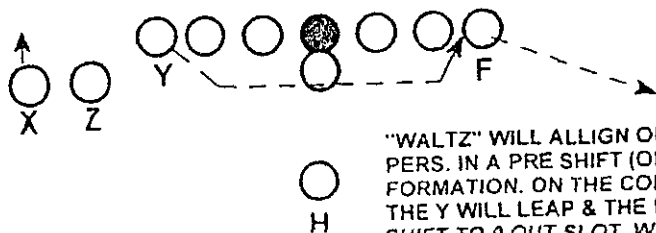


"BURST" WILL ALIGN OUR PERS. IN A PRE SHIFT (FLD SLOT) FORMATION. WE WILL ALWAYS BURST TO EAGLE LT/RT. Y&F FLD ALIGNMENT IS OPPOSITE OF ENDING EAGLE STRENGTH CALL

"BURST" TO EAGLE LT

BEFORE

AFTER



"WALTZ" WILL ALIGN OUR PERS. IN A PRE SHIFT (ON SLOT) FORMATION. ON THE COLOR THE Y WILL LEAP & THE F WILL SHIFT TO 0 OUT SLOT. WE WILL ONLY WALTZ TO 0 OR 1 OUT SLOT!!

"WALTZ" TO 0 OUT SLOT

## PERSONNEL CODES

S	Sam, strong side outside LB aligned to TE side
M	Mike, strong side inside LB in a 3-4 front, Middle LB in a 4-3 front
J	Jack, weak side inside LB in a 3-4 front or a 3 Down Sub Front
W	Will, weak side outside LB aligned to the open side
N	Nose tackle in a 3-4 front
T	Defensive tackle in a 4-3 front
E	Defensive end in a 3-4 or a 4-3 front

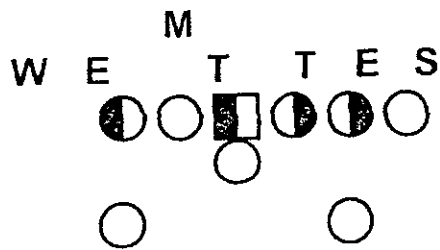
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## COVERAGE:

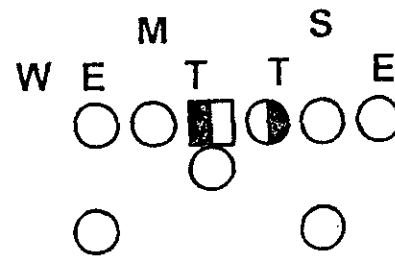
C	Cornerback
SS	Strong Safety aligned to TE side
FS	Free Safety aligned opposite the SS
NW	Nickel/Will – substituted player in Will alignment
DW	Dime/Will – substituted player in Will alignment
NS	Nickel/Sam – substituted player in Sam alignment
DS	Dime/Sam – substituted player in Sam alignment

# 4 MAN LINE OVER FRONTS

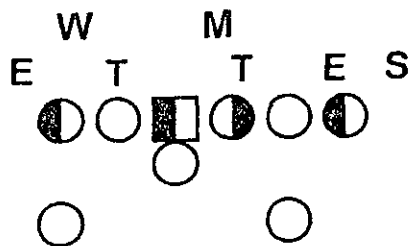
OVER



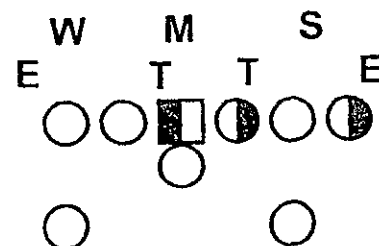
OV STRONG TOM



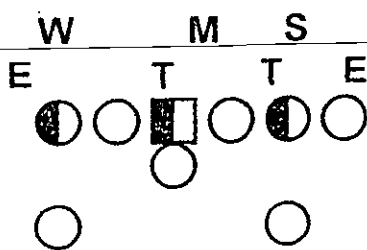
OVER WIDE WEAK TOM



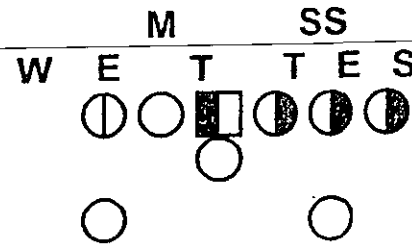
OVER DBL TOM



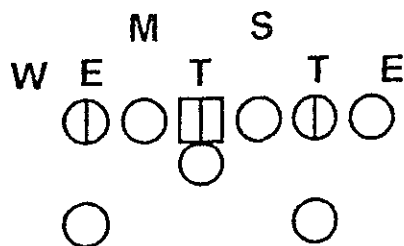
OVER WIDE DOUBLE TOM



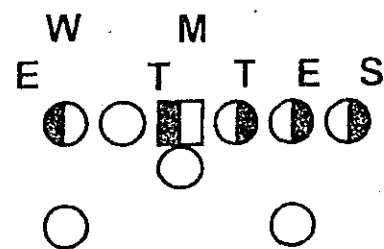
OVER SIN



OVER TIM

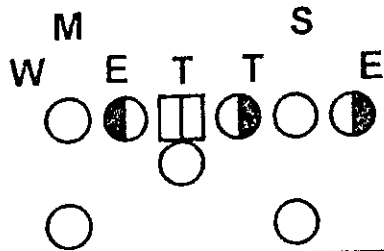


OVER WEAK TOM

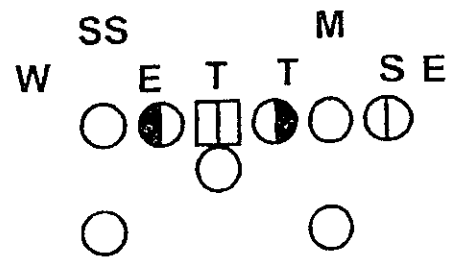


# 4 MAN LINE DIAMOND FRONTS

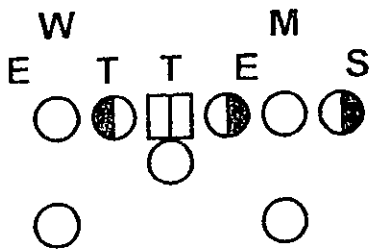
OVER DIAMOND



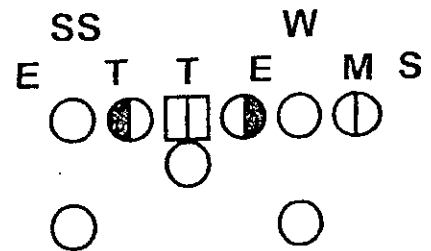
OVER DIAMOND POINT



UNDER DIAMOND



UNDER DIAMOND POINT

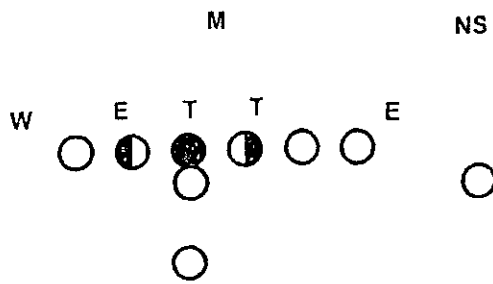


# SUB FRONTS

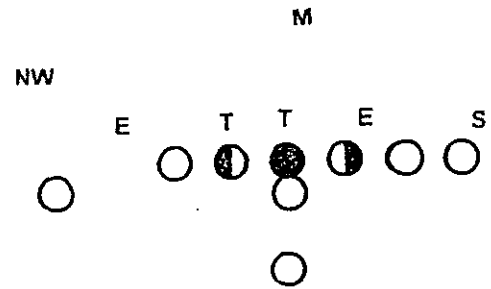
<p>NW M S</p> <p>N41</p>	<p>NW M S</p> <p>N42</p>
<p>WN M DS</p> <p>D 40 (EMPTY)</p>	<p>NW M S E</p> <p>N42 SAM POINT</p>
<p>NW M S</p> <p>N41 OVER</p>	<p>NW M S E</p> <p>N42 OVER</p>
<p>WN M DS</p> <p>D40 OVER (EMPTY)</p>	<p>WN M S E</p> <p>N42 OVER SAM POINT</p>



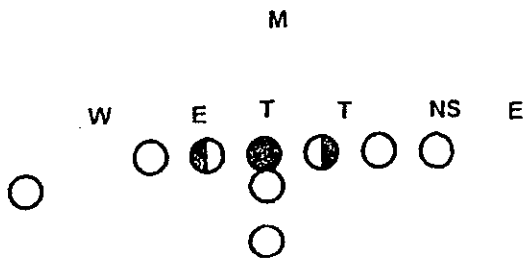
# DIAMOND SUB FRONTS



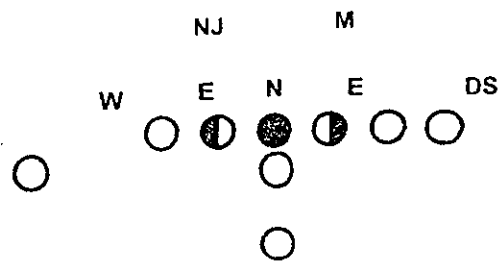
N41 OVER DIAMOND



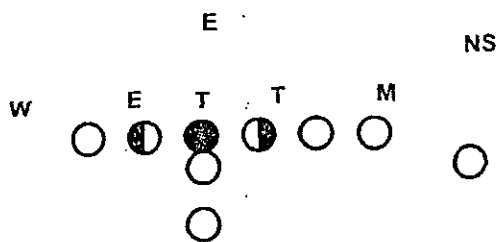
N41 UNDER DIAMOND



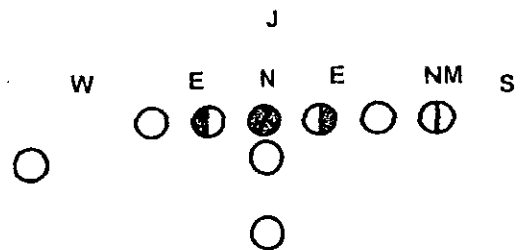
N41 OVER DIA NICKEL SAM POINT



D32 DIAMOND



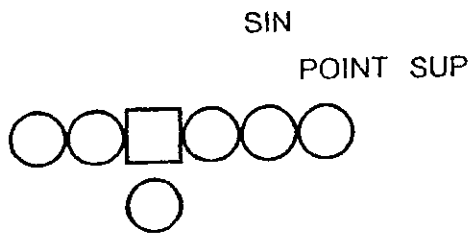
N41 JOKER DIAMOND



N31 DIAMOND NICKEL MIKE POINT

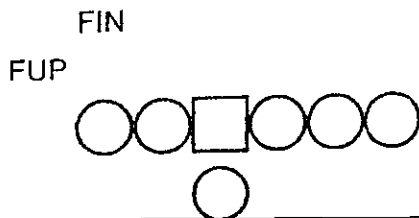
# STRONG SAFETY AND LINEBACKER ALIGNMENTS

## STRONG SAFETY ALIGNMENTS



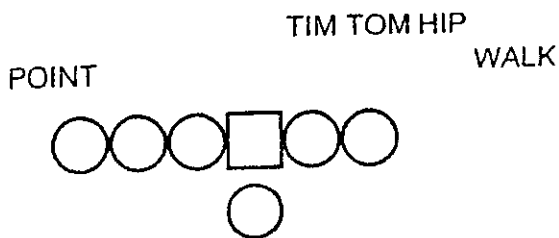
- SUP SS UP ON LOS OUTSIDE Y
- POINT OVER Y ON LOS WITH DEFENDER OUTSIDE
- SIN WITHIN 7 YARDS OF LOS IN TACKLE BUBBLE

## WEAK SAFETY ALIGNMENTS



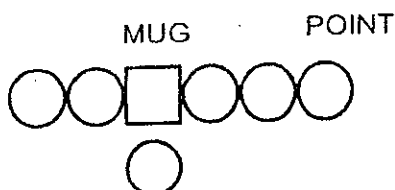
- FIN 3-4 YARDS DEEP IN WK TACKLE BUBBLE
- FUP FS ON LOS WEAK

## SAM/WILL ALIGNMENTS



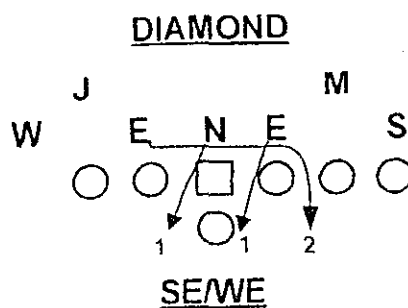
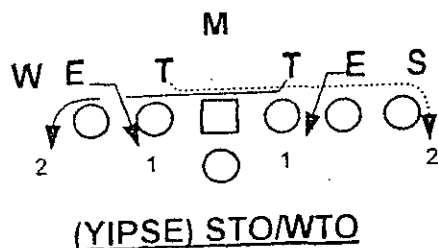
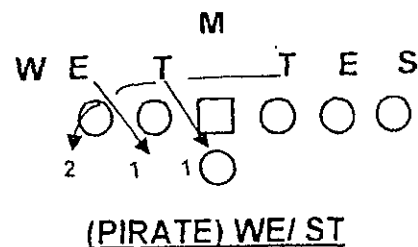
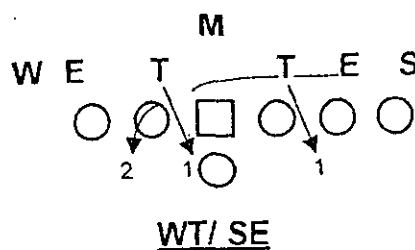
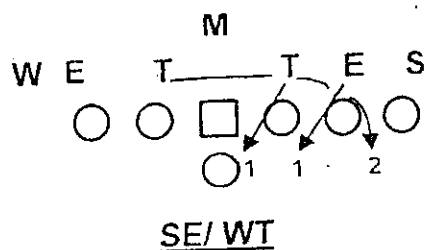
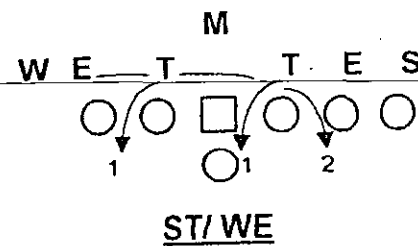
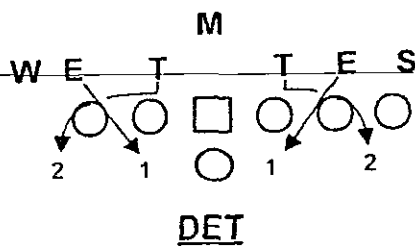
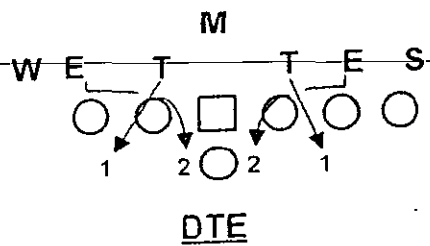
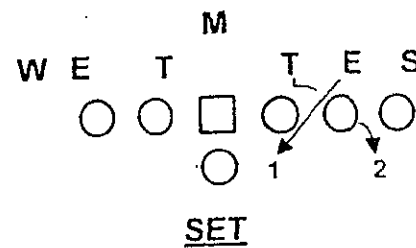
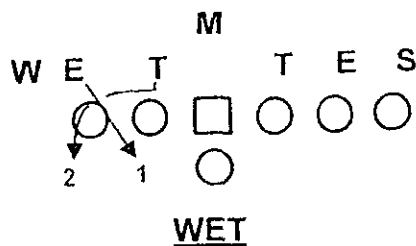
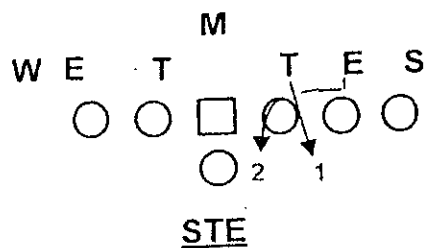
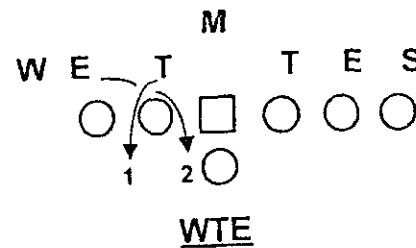
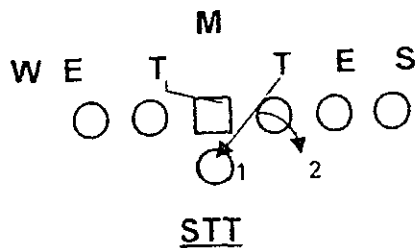
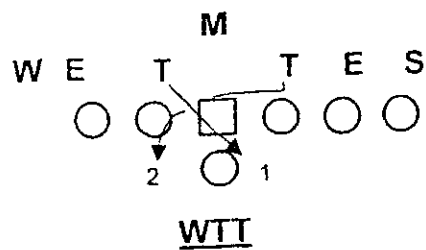
- HIP OUTSIDE DE OFF LOS
- WALK WALKED OUT BETWEEN OT AND REC, OFF LOS
- TOM 3-4 YARDS DEEP IN TACKLE BUBBLE
- TIM 3-4 YARDS DEEP IN GUARD BUBBLE
- POINT OVER THE TE ON LOS

## MIKE ALIGNMENTS



- POINT OVER THE TE ON LOS
- MUG ALIGNED INSIDE THE HEELS OF THE DOWN LINEMEN OVER THE CENTER

# 4-3 DEFENSIVE LINE MOVEMENTS

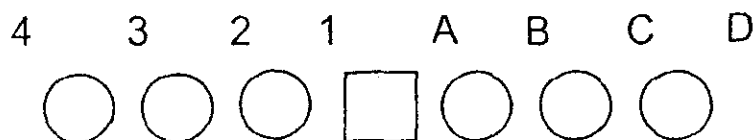


## DOGS/ BLITZES

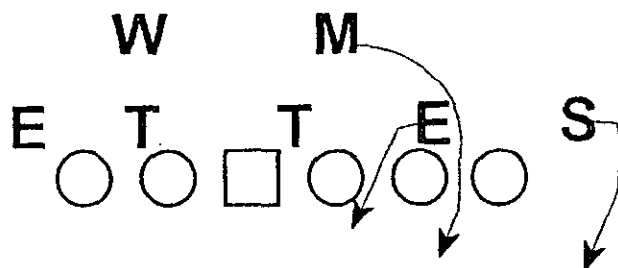
**DOG(S)** is a term used to describe a Linebacker (Sam, Mike or Will) making a predetermined charge across the Line of Scrimmage and into the offensive backfield. This usually occurs at the snap of the ball.

**BLITZ** is a term used to describe a defensive back making a predetermined charge across the Line of Scrimmage.

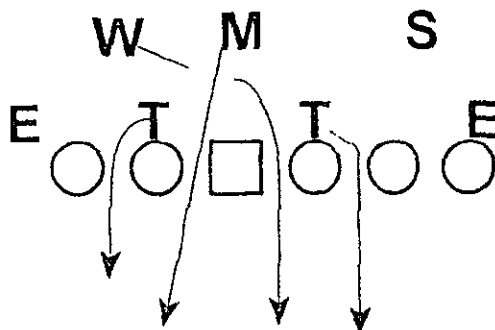
We designate the blitzer by name (**SAM, MIKE, JACK, WILL, STRONG CORNER, STRONG SAFETY, FREE SAFETY, WEAK CORNER**). We further designate the path of the blitzing Linebacker or Defensive Back by indicating the gap in which they rush with letters (TE side) and numbers (the Split End side).



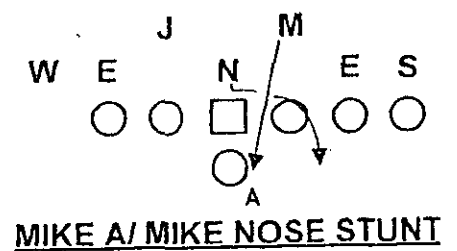
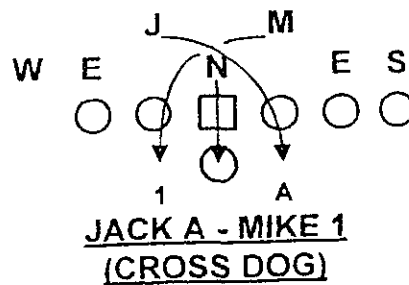
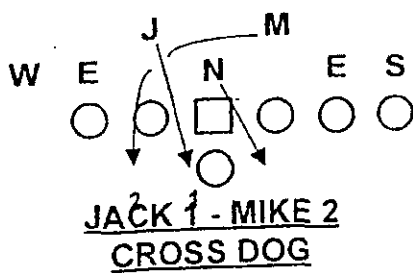
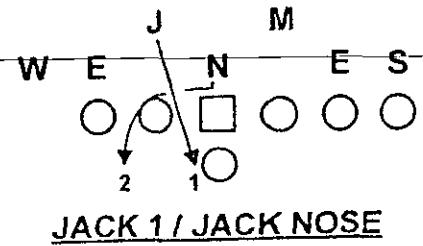
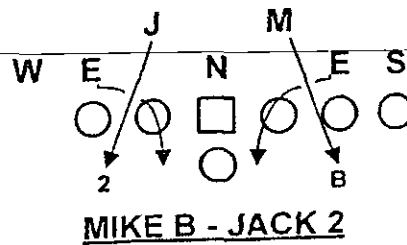
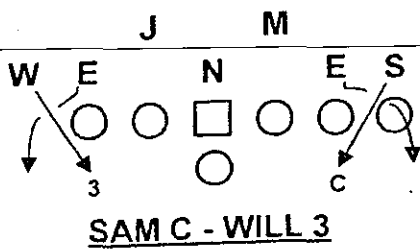
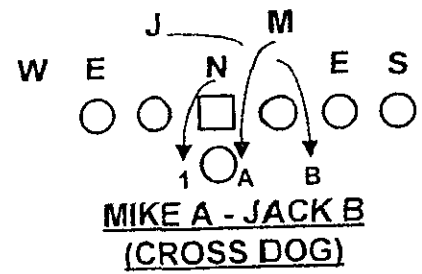
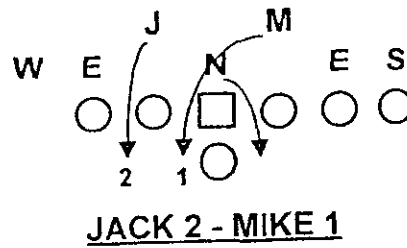
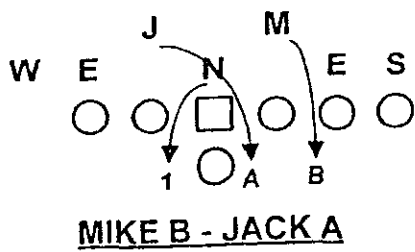
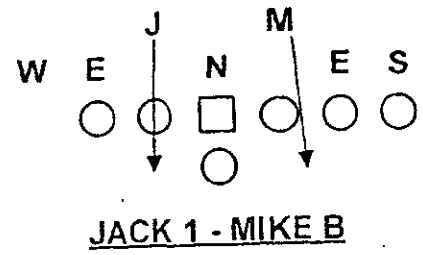
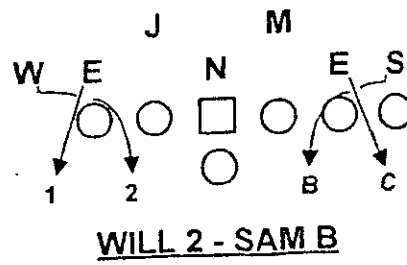
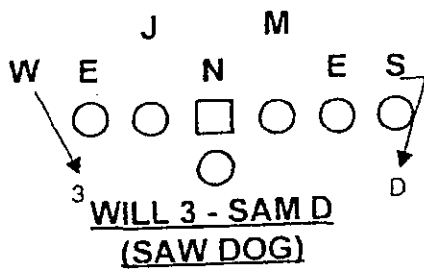
Example: UNDER WEAK TOM - MIKE "C", SAM "D"



Example: EVEN DOUBLE TOM - MIKE "1", WILL "A"



# 3-4 LINEBACKER DOGS



**COVER 3 - 3 DEEP ZONE COVERAGE WITH A STRONG SIDE ROTATION.**

**VARIATIONS:**

1. 3 SKY                      3 DEEP ZONE WITH SS ROTATED DOWN TO A CURL/FLAT DEFENDER
2. 3 BUZZ                    3 DEEP ZONE WITH THE SS AND SAM SWITCHING RESPONSIBILITIES. SS HAS HOOK/CURL. SAM HAS CURL/FLAT
3. 3 CLOUD                  3 DEEP ZONE WITH THE SC ROLLED UP TO FLAT , WITH THE SS PLAYING THE DEEP 3<sup>RD</sup> OVER TOP.
4. 3 DOG                     3 DEEP 3 UNDER STRONG ROTATION WITH WEEKEND DROP

**COVER 4 - 4 DEEP ZONE WITH 3 DEFENDERS UNDER.**

**VARIATIONS:**

1. 4                            4 DEEP DEFENDERS RESPONSIBLE FOR DEEP QUARTERS , SAM/WILL HAVE CURL FLAT, MIKE HAS HOOK AREA.
2. 4 MAN                    QUARTERS COVERAGE MAN UNDERNEATH WITH THE THREE LINEBACKERS

**COVER 5 - A COMBINATION COVERAGE PLAYING COVER 4 TO THE STRONG SIDE AND COVER 2 TO THE WEAK SIDE.**

**VARIATIONS:**

1. 5                            QUARTER, QUARTER TO TE SIDE, COVER 2 WEAK.
2. 5 FLIP                    COVER 2 TE SIDE, QUARTER, QUARTER TO WEAK SIDE.

**COVER 6 - 3 DEEP ZONE COVERAGE WITH A WEAKSIDE ROTATION.**

1. 6 SKY                      3 DEEP ZONE WITH THE WS ROTATED DOWN TO AS A CURL/FLAT DEFENDER
2. 6 BUZZ                    3 DEEP ZONE WITH THE WS AND WILL SWITCHING RESPONSIBILITIES. WS HAS HOOK/CURL. WILL HAS CURL/FLAT
3. 6 CLOUD                  3 DEEP ZONE WITH WC ROLLED UP TO FLAT WITH WS PLAYING THE DEEP 3<sup>RD</sup> OVER THE TOP.
4. 6 DOG                     3 DEEP , 3 UNDER WEAK ROTATION WITH A STRONG END DROP.

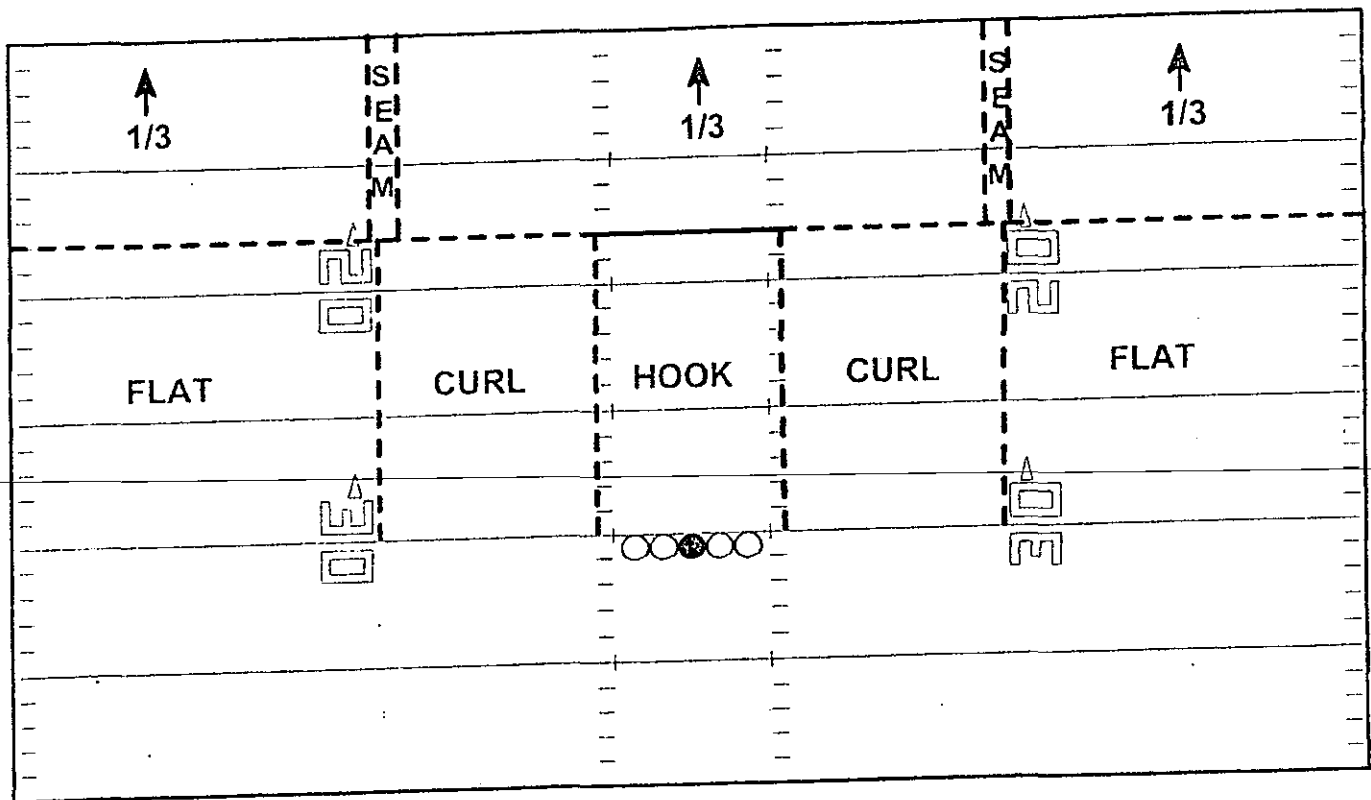
**COVER 7 - MAN TO MAN - THIS IS A BRACKET COVERAGE INVOLVING BOTH SAFETIES WITH THE MIDDLE OF THE FIELD OPEN.**

**VARIATIONS:**

1. 7 X Y      DBL X, DBL Y
2. 7 X Z      DBL X, DBL Z.
3. 7 7 X Y    NICKEL OR DIME DOUBLE X, DOUBLE Y

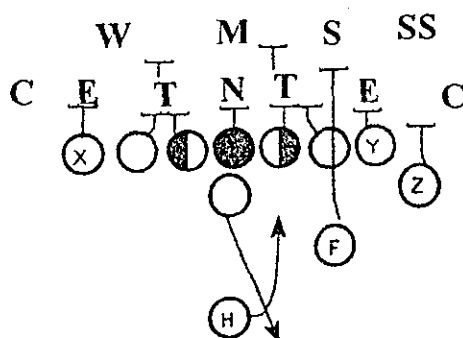
# COVERAGE AREA CHART

When discussing coverages, the field will be broken up in the following areas:



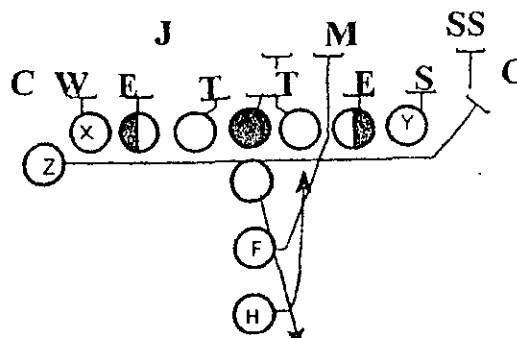
# RUN: RIDE 34 (35) WHAM ( O )

53



"PLUG" "DIAMOND" "PLUG"

62



"EVEN"

"YELLOW GAP"

## DESCRIPTION:

A STRONG SIDE LEAD PLAY WITH DBL TEAM BLOCKS AT THE POINT OF ATTACK, WE CAN ALSO (O) SCHEME IT.

Q

OPEN TO THE HOLE. SEAT THE BALL! DON'T FORCE THE BALL CARRIER WIDE.

F

BLOCK ILB. SQUARE CONTACT. DON'T CUT IN THE HOLE.

H

OPEN STEP. ROLL DOWNHILL TO BUTT OF ONG. PRESS LOS. READ PLAYSIDE GUARD. IF UNCOVERED, READ PLAYSIDE TACKLE'S BLOCK. READ FB'S BLOCK

## BACKSIDE

UNCOVERED - ALERT ACE, MAN ON  
COVERED - CUTOFF INSIDE  
ALERT ORANGE/ YELLOW AND PLUG CALLS.

COVERED - BLOCK MAN ON. ALERT C.  
UNCOVERED - ALERT PLUG.

BLOCK MAN ON.

## FRONTSIDE

C

COVERED - BLOCK MAN ON. UNCOVERED - DBL WITH OSG TO BSLB'ER

G

COVERED - BLOCK MAN ON.  
ALERT ORANGE/ YELLOW & PLUG CALLS.

T

COVERED - BLOCK MAN ON.  
UNCOVERED - PLUG TO BACKSIDE LBER, MIKE OR SS.

Y

BLOCK MAN ON.

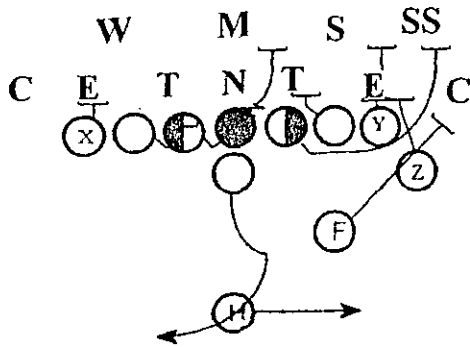
X/Z

BLOCK MAN ON, MDM



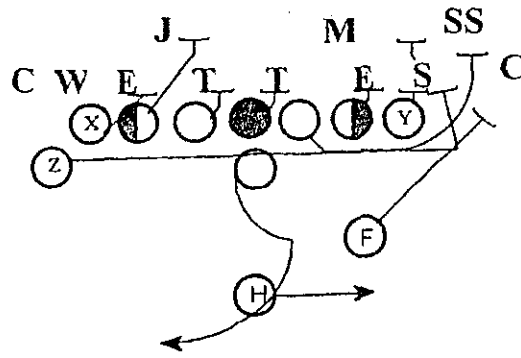
# RUN: TOSS 38(39) BOSS

53



"DIAMOND" "CUB" "AB" "TAG" ALERT CLIFF "TEAM"

62



"C" "EVEN" "TEAM"

## DESCRIPTION:

Toss play strongside, pulling playside Guard with lead back blocking 1ST force.

## FORMATION:

**Q**

Reverse out Toss mechanics

**F**

Block 1st Force. Kick out or Log.

**H**

Open Go receive Toss, read pulling ONG block on EMOL and FB's block.

## BACKSIDE

Covered - Cutoff.  
Uncovered - Alert A, B, AB, DUMBO

Block Inside Gap.  
Vs. 62 Goal Line WORK TO Backside LB'ER, ALT DUMBO.

Cutoff - Alert C, ALT DUMBO

## FRONTSIDE

**C**

Covered - Block Man. Alert Cliff, A & AB, DUMBO  
Uncovered - Fill for ONG. Alert Tac & Boss Calls.

**G**

Pull & Block 2nd Force.  
Alert Run Thru.

**T**

Block Man On. Uncovered Block Down.  
Alert Tag Calls..

**Y**

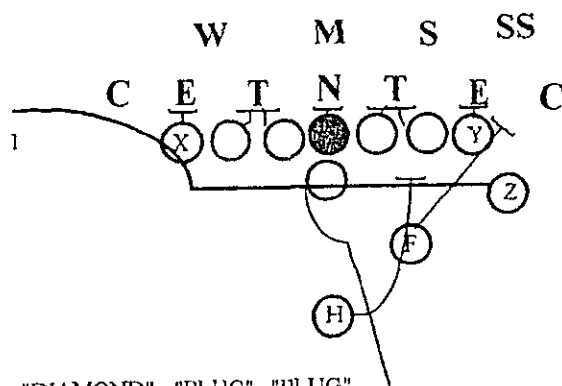
Block Man On. Alert Team.

**X/Z**

Block Man On or Inside. Alert Team call.

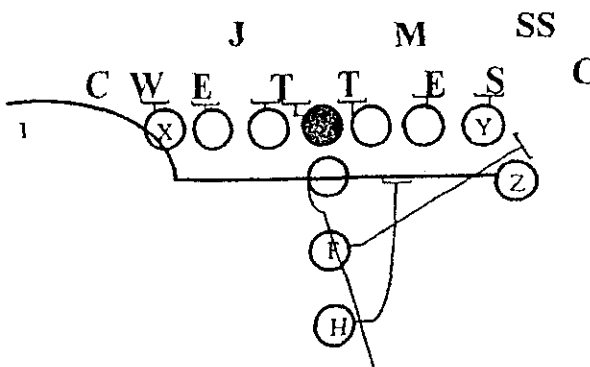
# GL PASS: SLANT 134 SELL IT Z SLIDE

53



"DIAMOND" "PLUG" "PLUG"

62



"EVEN" "YELLOW"

## DESCRIPTION:

SLANT ACTION WHERE Z SNEAKS UNDER THE TRASH AND INTO THE FLAT.

Q

REVERSE OUT .. MAKE GREAT FAKE TO HALFBACK.. Z IS YOUR CHOICE.

F

EXECUTE 134 PROTECTION.

H

GREAT 34 FAKE .. EXECUTE 134 PROTECTION.

## BACKSIDE

BLOCK 34 WHAM

BLOCK 34 WHAM

BLOCK 34 WHAM

C

BLOCK 34 WHAM

G

BLOCK 34 WHAM

T

BLOCK 34 WHAM

Y

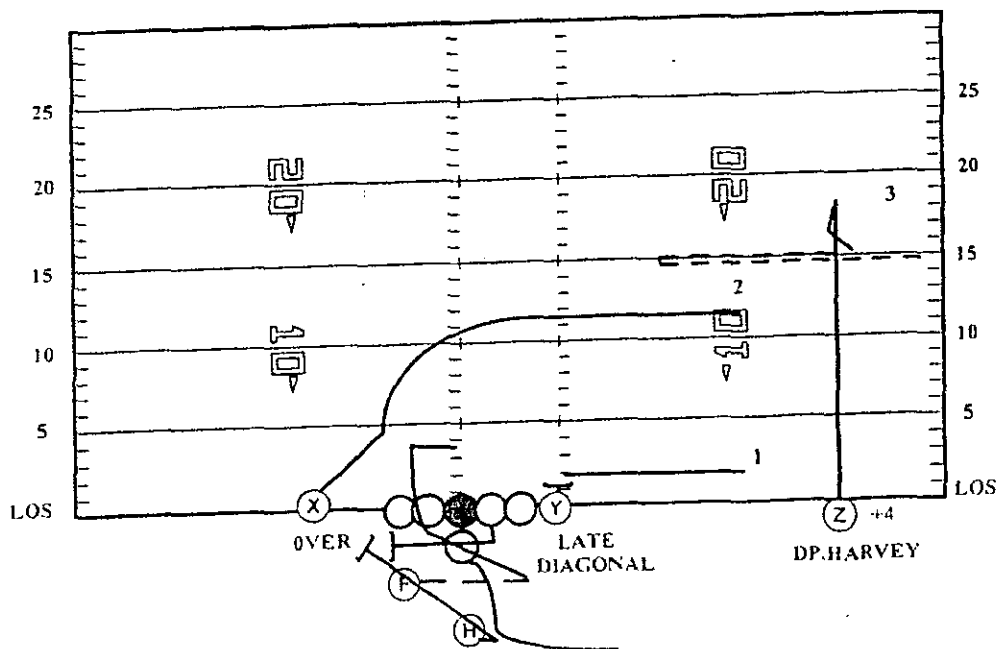
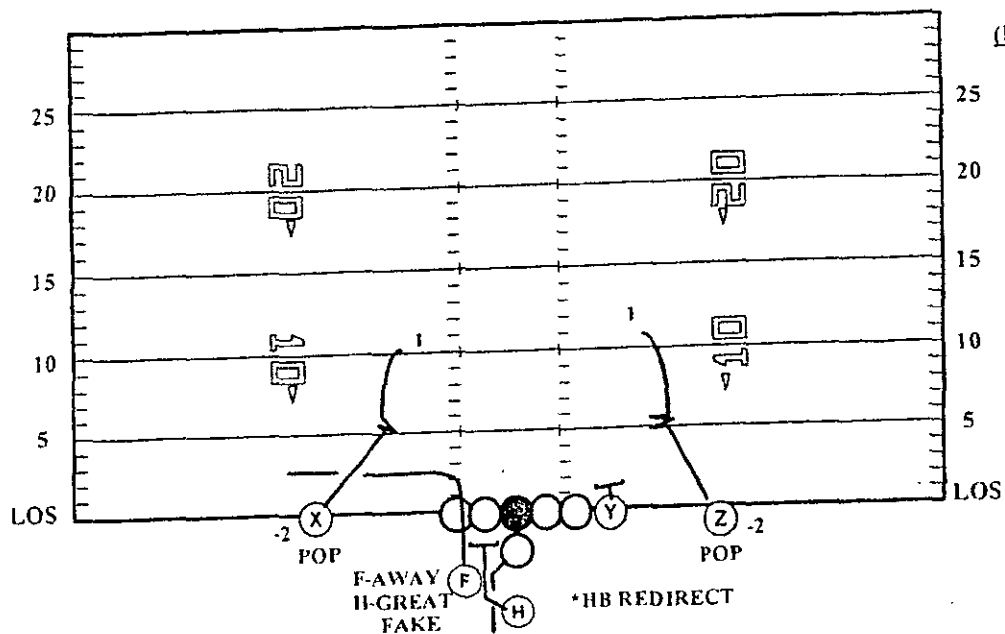
BLOCK 34 WHAM

X/Z

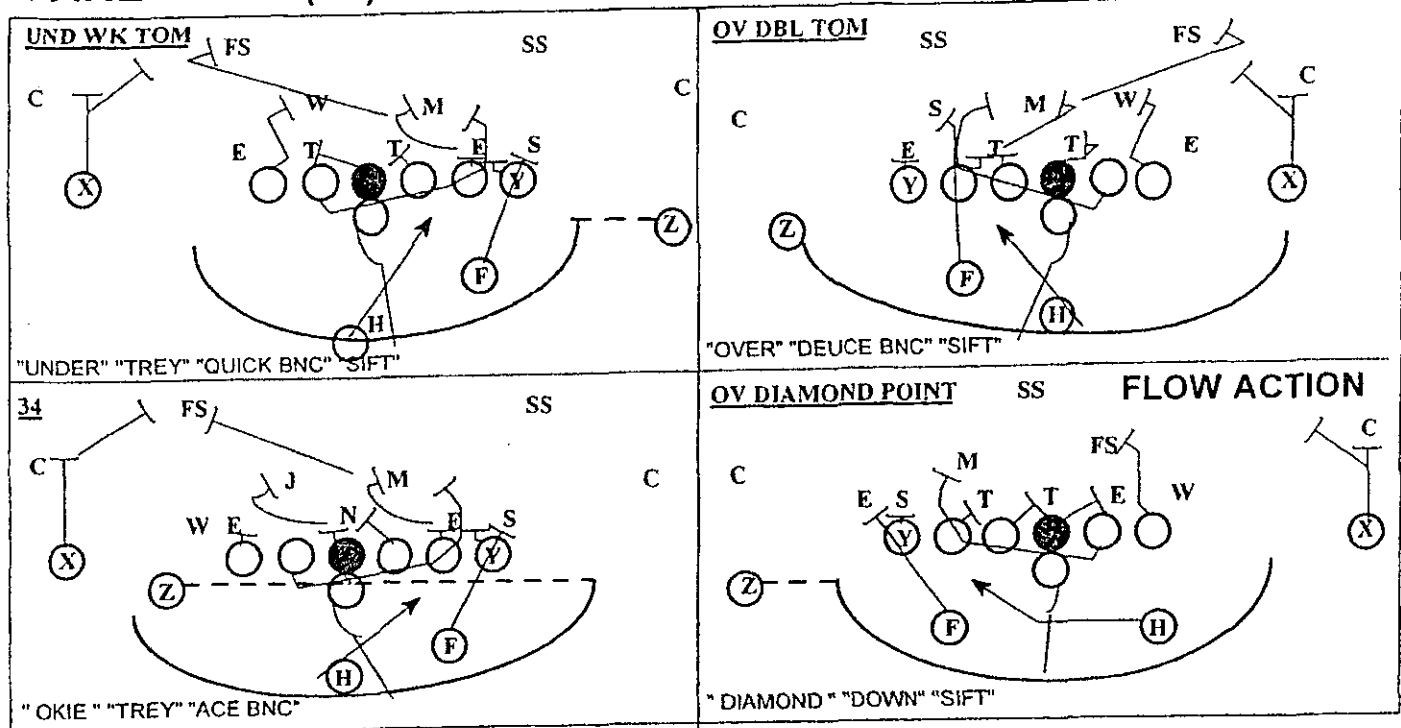
RUN SLIDE ROUTE, CLEAR THE END.

## FRONTSIDE

# TITE RED- POP, COUNTER NAKED



# FAKE JAB 36(37) POWER Z BEHIND LT(RT)



DESCRIPTION: A MISDIRECTION RUN SPECIAL OFF OUR JAB 36(37) POWER RUN PLAY. ALL BEHINDS COME WEAK TO THE SPLIT END SIDE!!

**QB**

JAB FOOTWORK FAKE BALL TO HB AND HAND OFF TO RECEIVER.

**F**

BLOCK JAB 36/37 POWER, USE BOUNCE TECHNIQUE.

**H**

GREAT FAKE.

## BACKSIDE

BLOCK 36/37 POWER, PULL FOR MIKE.

ALERT SIFT BOUNCE, BLOCK MAN ON VS. WANDA LOOK.

## FRONTSIDE

**C**

BLOCK 36/37 POWER, VS. 34 = ACE BOUNCE, USE BOUNCE TECHNIQUE.

**G**

BLOCK 36/37 POWER, VS. OT BUBBLE = DEUCE TO BACKSIDE SAFETY. ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

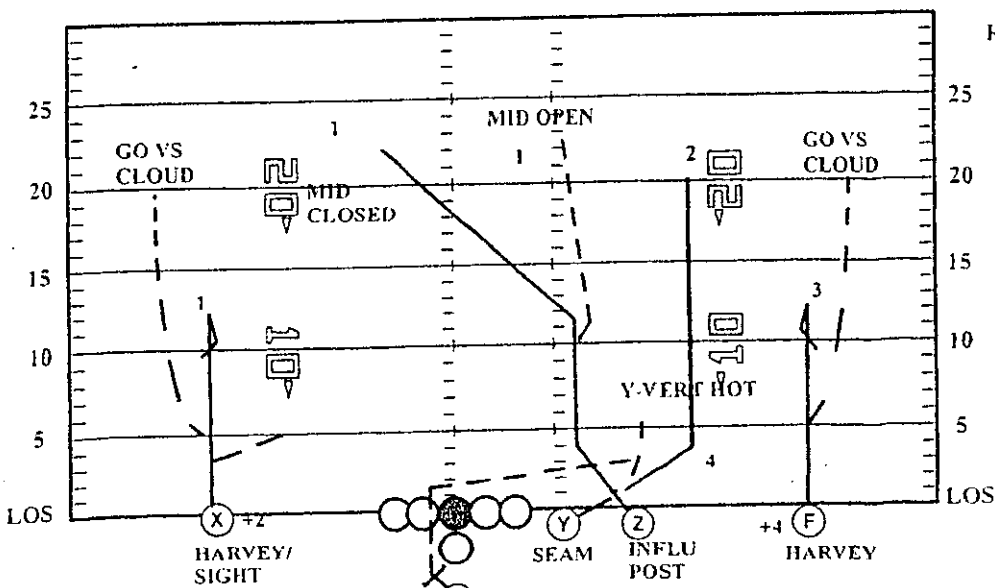
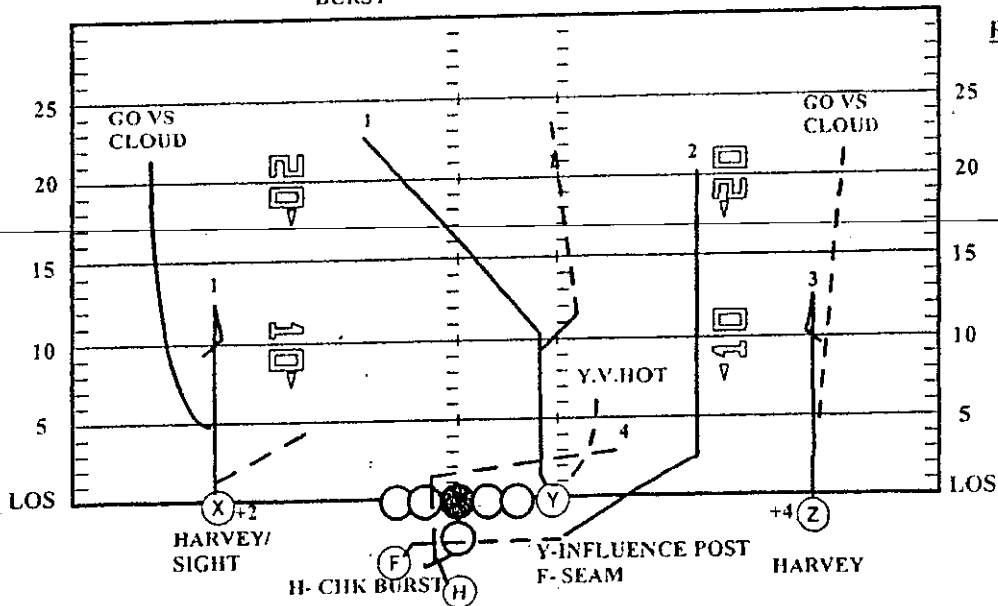
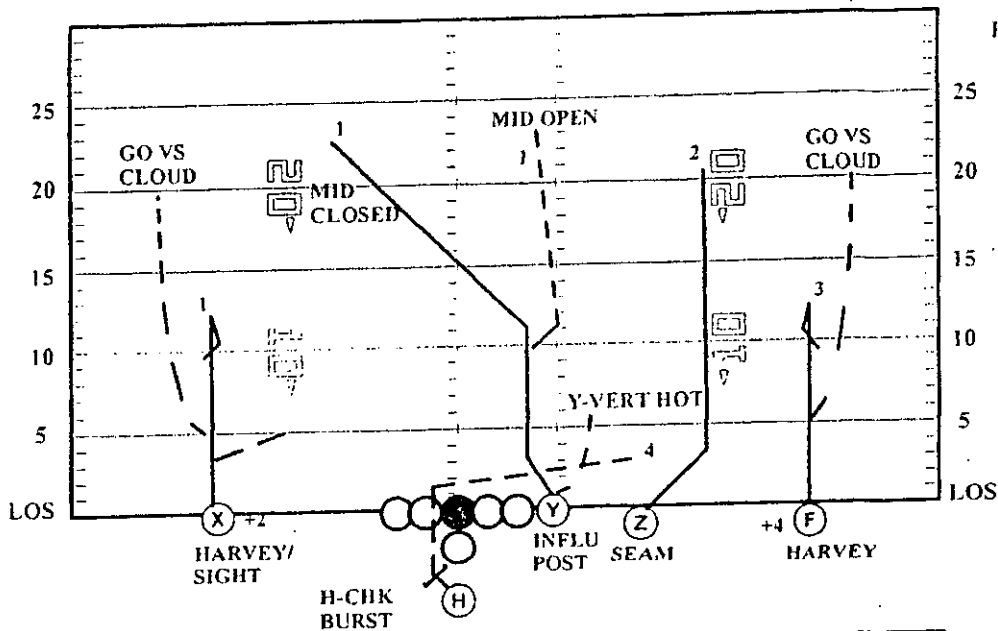
**T**

BLOCK 36/37 POWER, ALERT TREY OR DEUCE TO SAFETY, ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.

**Y**

BLOCK 36/37 POWER, USE BOUNCE TECH.

# 62 ALLSTATE(TWIST)



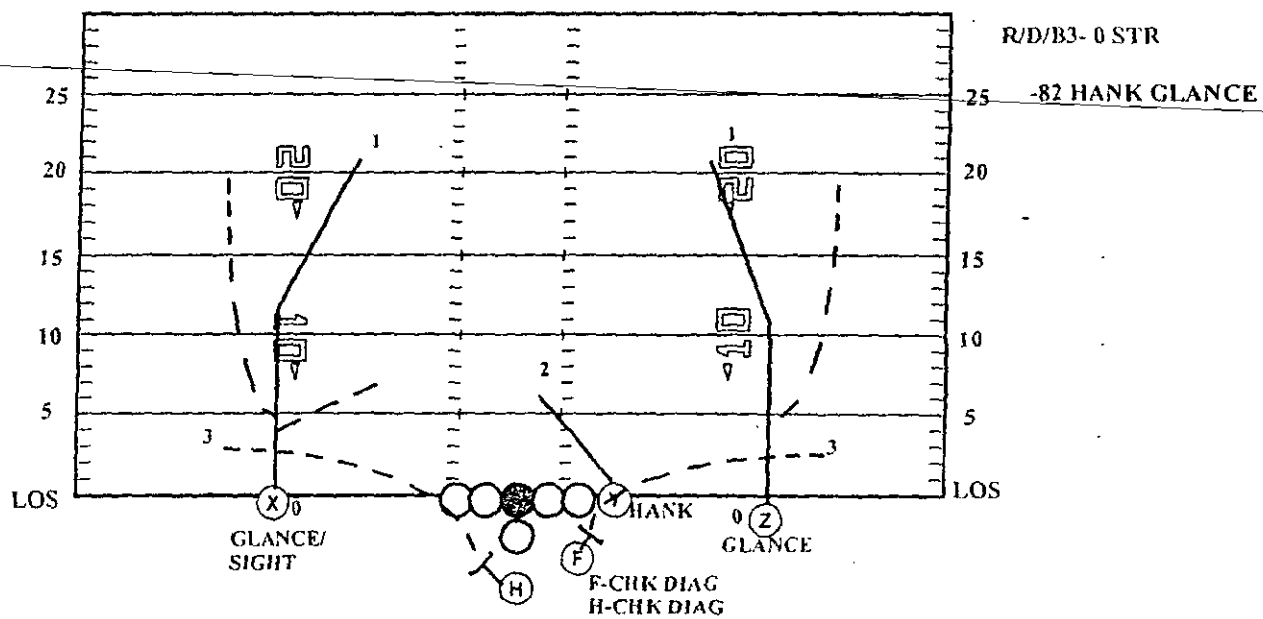
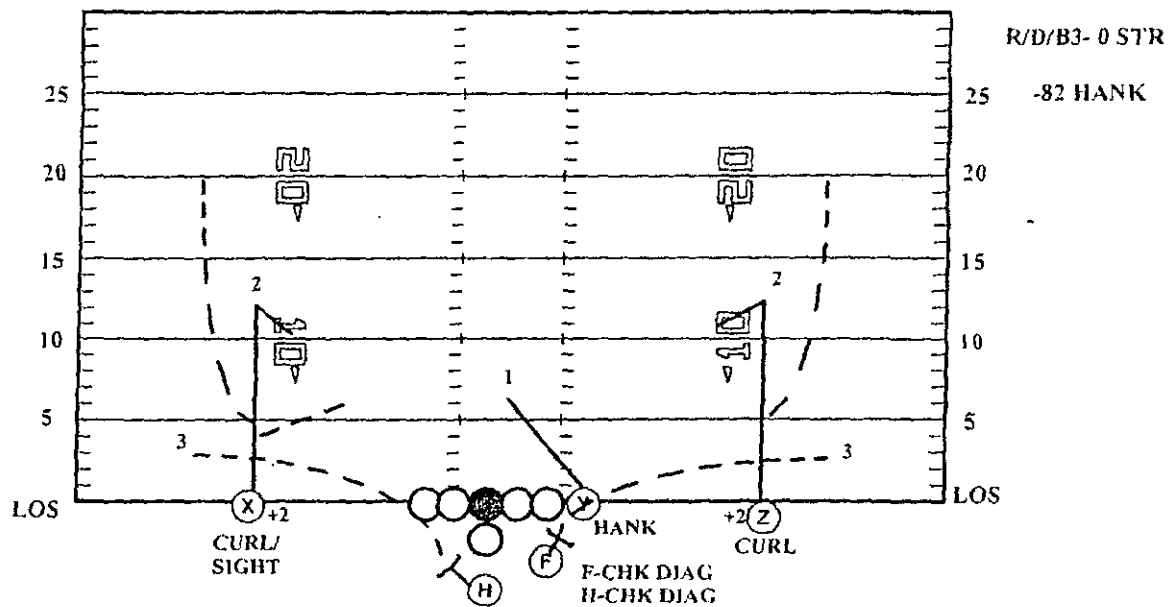
R/D/H- TRIPS RIGHT

-62 ALLSTATE SPECIAL TWIST

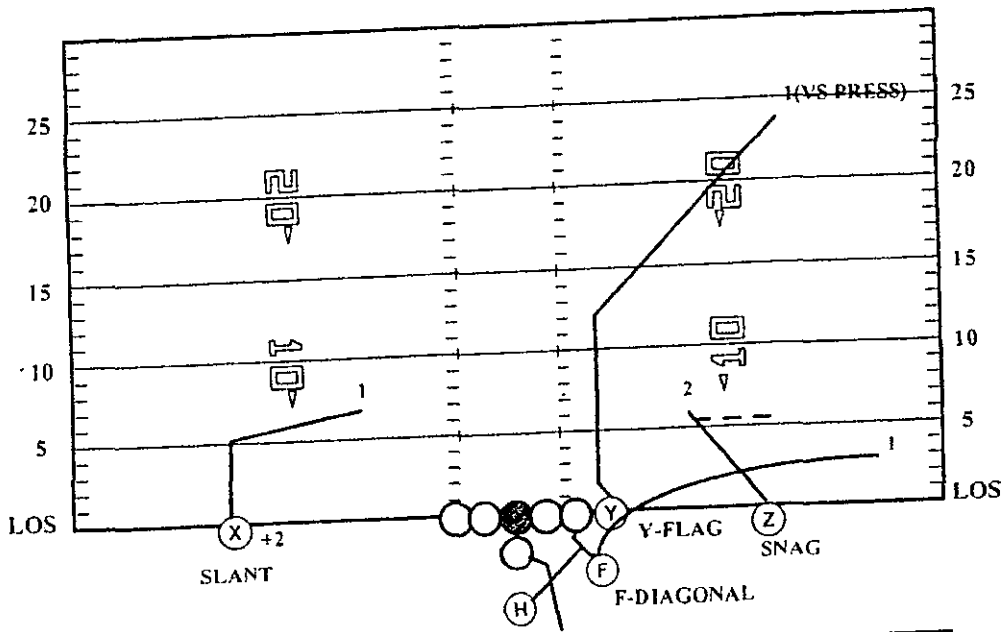
-ALERT TURKEY HOLE IN COVER 2

Z 1ST Y 2ND  
Y HANDLES HOT

## 82 HANK, HANK GLANCE



K 136- Z/Y RAZOR

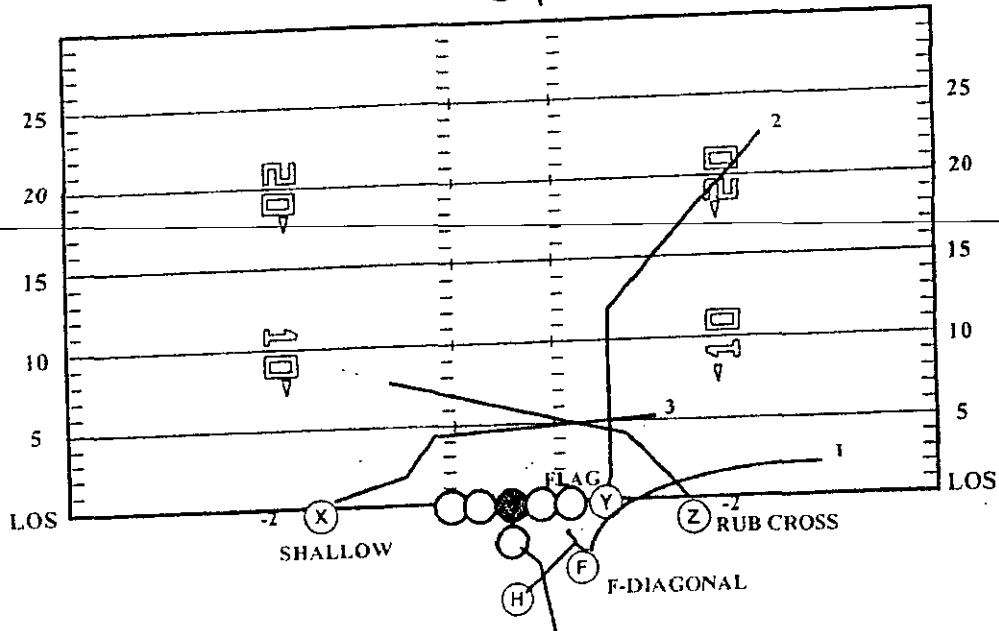


R/D- 0 STR

-K 136 Z SNAG

NY INSIDE RELEASE

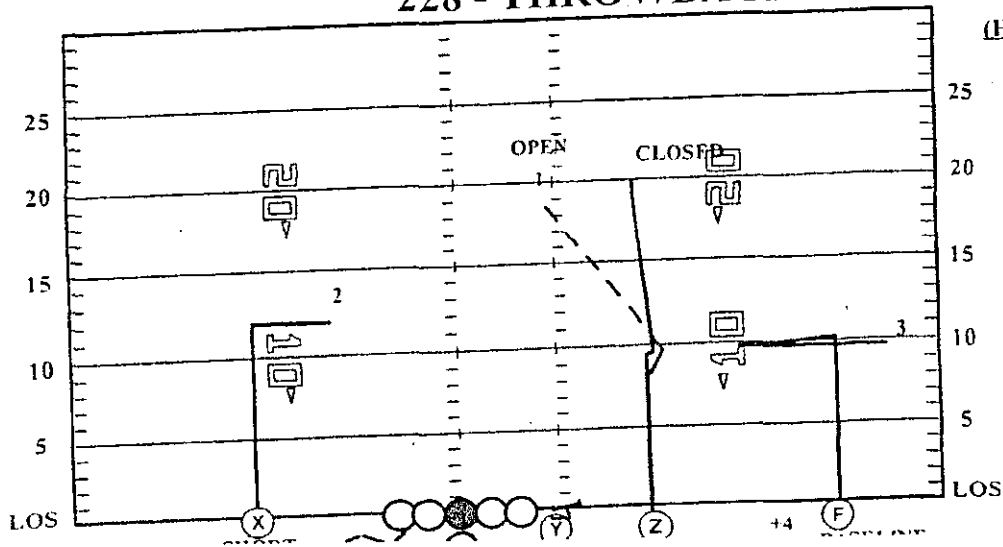
SNAG-  
LOOK FOR RUB VS MAN  
SIT IN ZONE INSIDE 1ST  
FLAT DEFENDER



R/D- 0 STR NASTY

**-K 136 Y RAZOR**

## 228 - THROWBACK



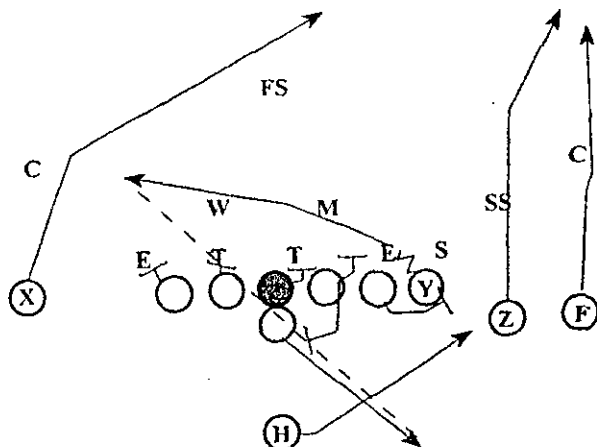
(HALF)-TRIPS RT

-228 THROWBACK

**-QB SELL SPRINT 5 STEPS**

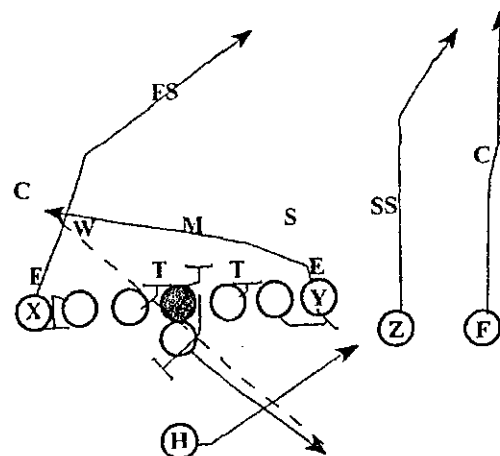
# 

### 



" SLAP " " RG = PEEK AND POP " " TED "

### 



" SLAP " " OC = PEEK AND POP " " TED "

### 

FULL SPRINT ACTION WITH THE TE BLUFFING HIS WAY OUT, THE QB WILL THROW BACK, UNCOVERED LINEMAN HAS TO PEEK AND POP.

QB

SPRINT FOR 9 STEPS IN DIRECTION OF CALL. PULL UP AND THROW BACK TO "Y".

F

H

GREAT FAKE. BLOCK #4 FRONTSIDE. NO REDIRECT. ALERT SWOOP.

## 

## 

ALERT: A, SLAP, GAP A.

YOU ARE STICK!

C

ALERT: A, SLAP, GAP OR PEEK AND POP.

G

ALERT: PEEK & POP OR MAN VS. 3-TECH.

T

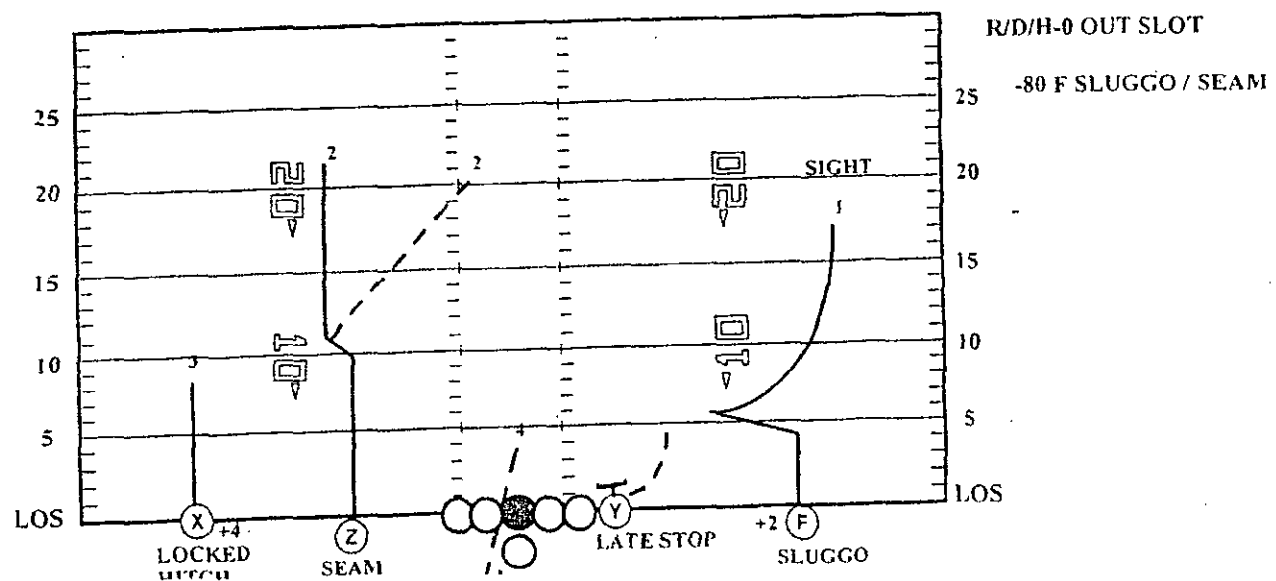
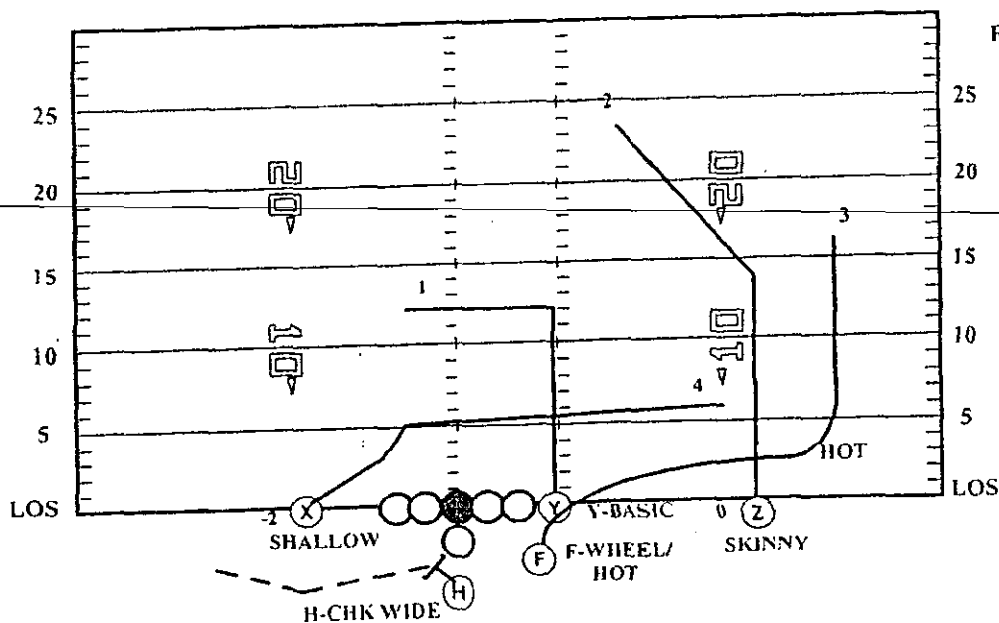
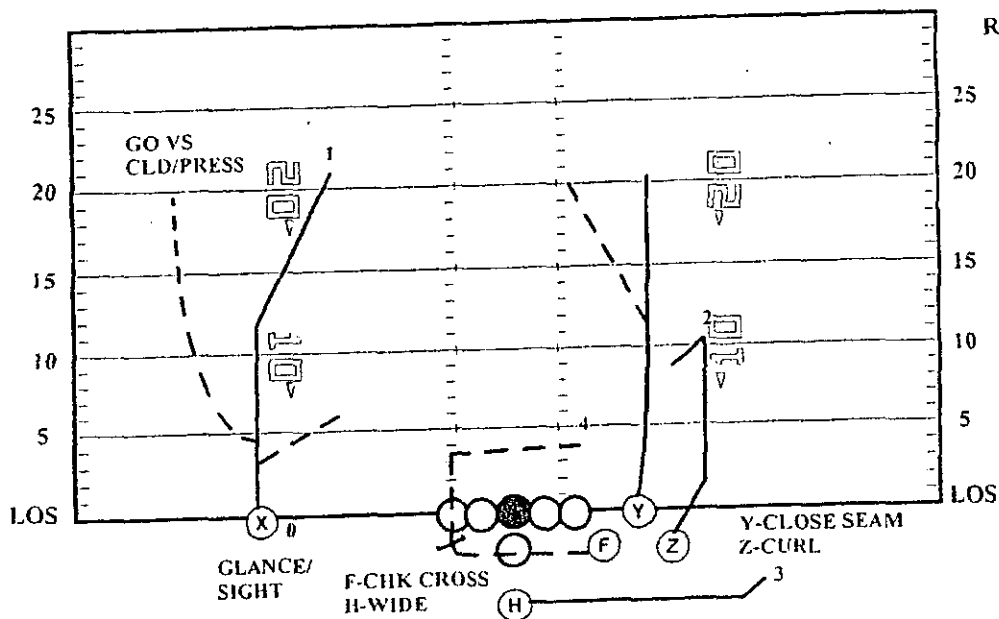
PULL TO BLOCK EMOL (TED), NEVER TAG.

Y

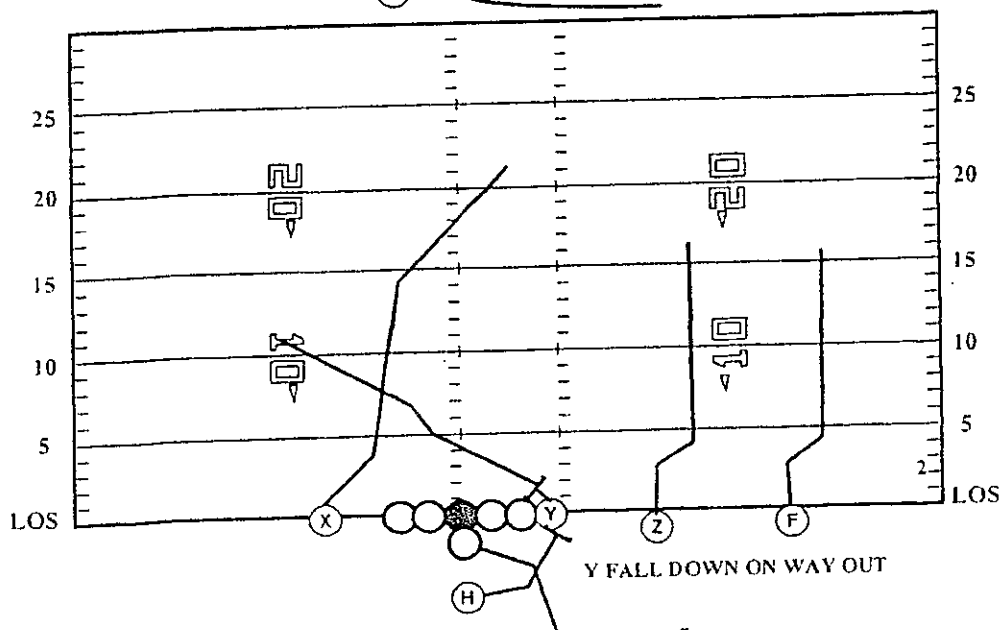
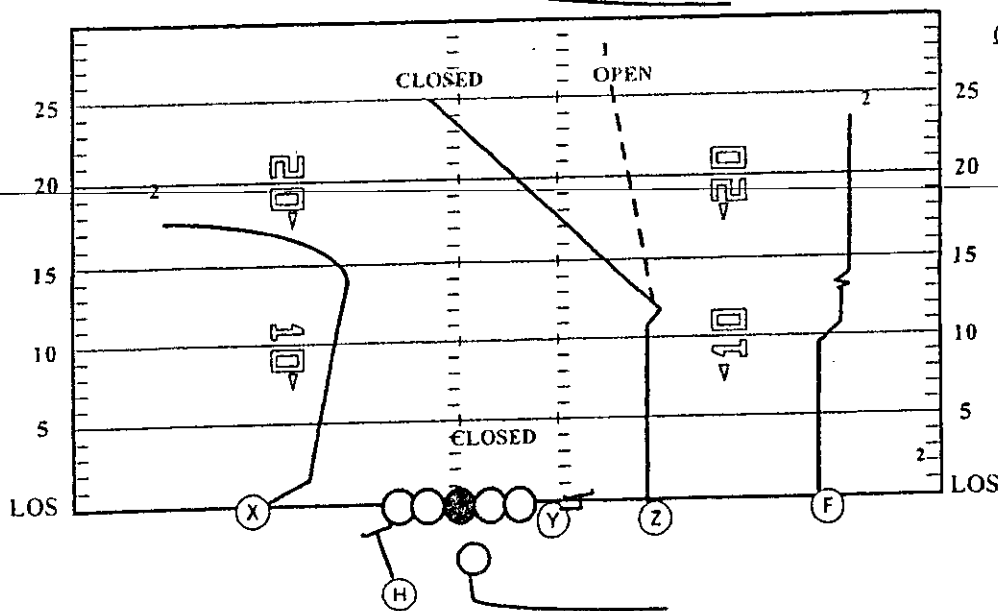
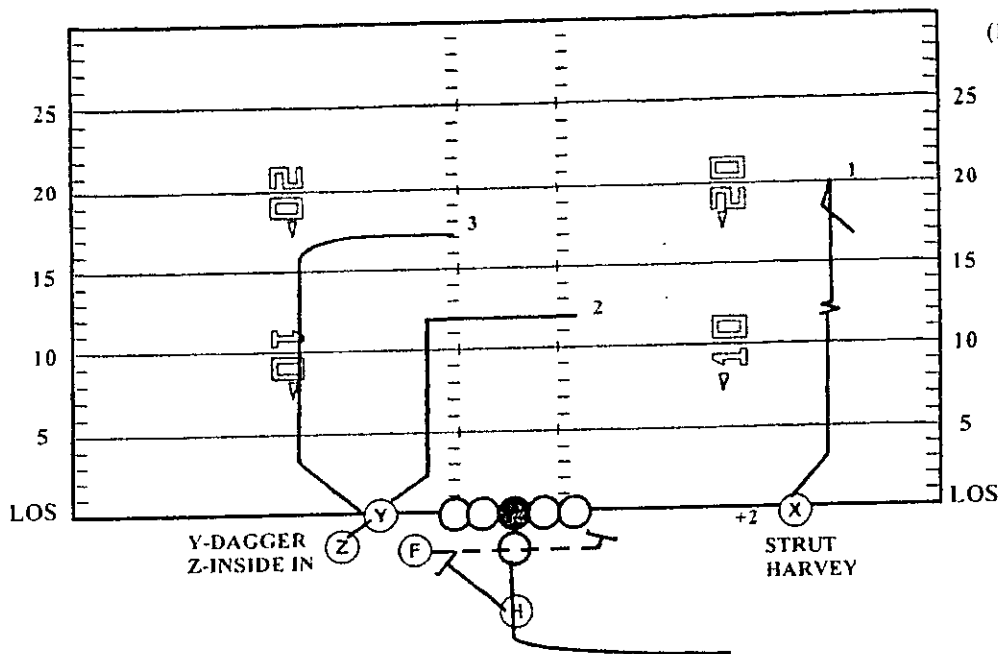
BLUFF TED OR TAG AND LET LB CLEAR, THEN RUN A DRAG ROUTE 8 YARDS DEEP.



# 62 - YOGI, BISON

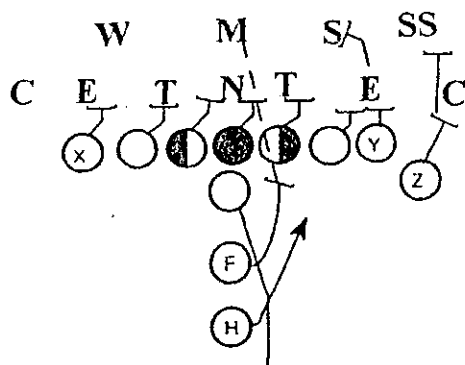


# 258- Y DIG, PUMP



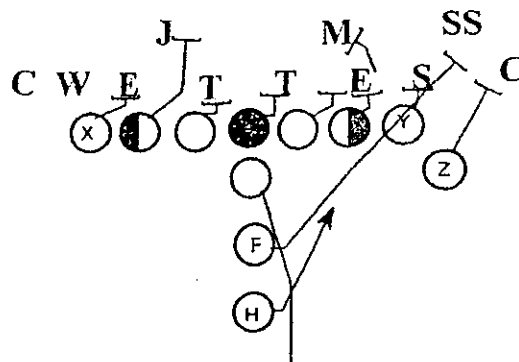
# RUN: SLASH 36 / 37 SLIP

53



"SCOOP" "GAP AB"

62



"SLIP" "AB"

## DESCRIPTION:

STRONG SIDE ZONE SLIP PLAY, WITH THE FB AS A LEAD BLOCKER, KEEP L.O.S. CLEAR.

Q

FRONT OUT 5 O-CLOCK, ( 7:00 ) PUSH BALL DEEP TO HB.

F

BLK SUPPORT FROM INSIDE OUT, MIKE TO SS  
V.S. 62 BLK SS.

H

DROP STEP, SET TRACK AT BUTT OF T.E.  
STRETCH DEFENSE AND KEY E.M.O.L. BLOCK

## BACKSIDE

ALT "AB" "GAP AB", DUMBO

ALT "AB" "GAP AB", DUMBO

ALT "GAP AB" CUT OFF, DUMBO

## FRONTSIDE

C

ALT "GAP" "GAP AB" "AB"

G

ALT "SLIP" "GAP AB"

T

ALT "SLIP" "SCOOP"

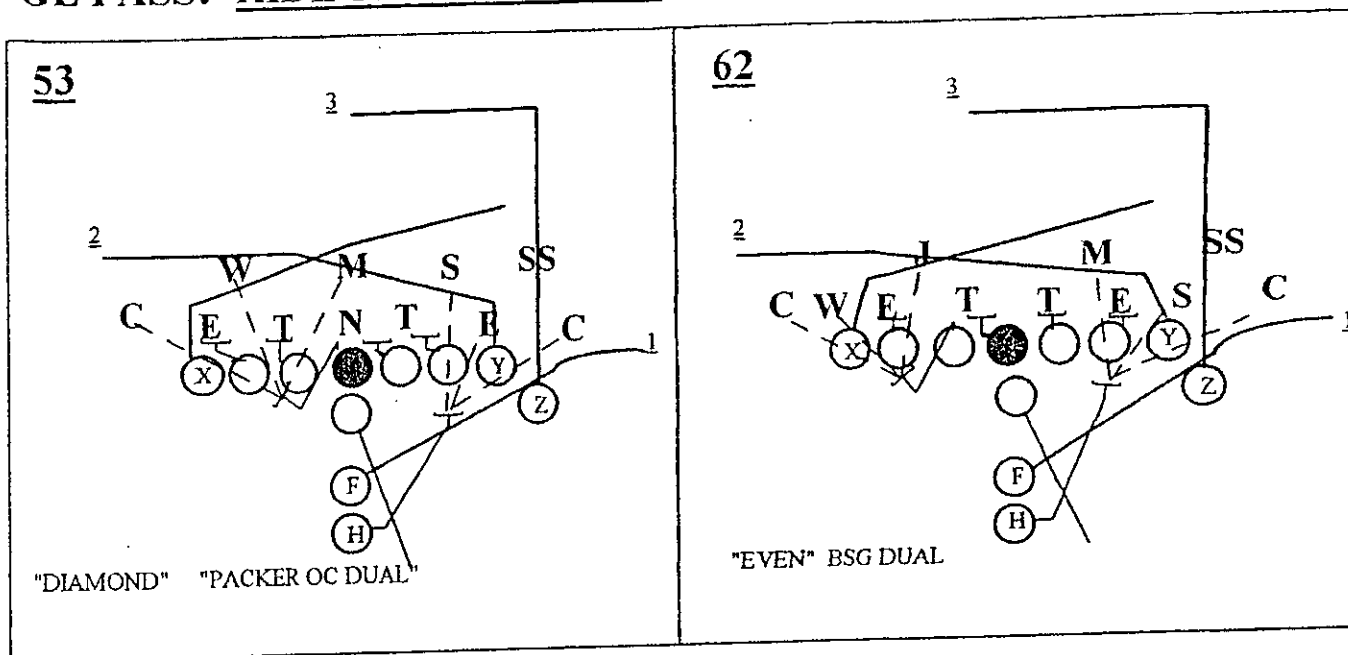
Y

ALT "SCOOP" "SLIP"

X/Z

M.D.M EDGE RUSHER AND ADJUSTER.

# GL PASS: RIDE 136 ALL CROSS



## DESCRIPTION:

PLAY ACTION CROSSING ROUTE OFF RIDE 136

**Q**

GREAT RIDE 136 FAKE WITH HALFBACK. YOUR PROGRESSION IS F-Y-Z (HOT TO F) .

**F**

FREE RELEASE IN THE FLAT, BLUFF EMOL, ALERT HOT.

**H**

BLOCK FIRST MAN THAT SHOWS OFF THE TACKLES BUTT.

## BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

INSIDE RELEASE AND RUN CROSSER 1 YD. OVER THE GL ..... USE Y AS A PICK.

## FRONTSIDE

**C**

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

**T**

BLOCK 52 PROT.

**Y**

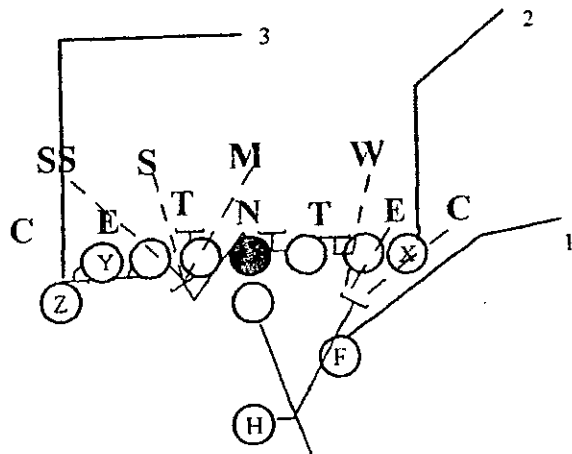
RELEASE AND RUN CROSS ROUTE TO OPPOSITE PYLON OVER THE TE.

**X/Z**

RELEASE AND SETTLE UNDER THE GOAL POST .....DO NOT DRIFT.

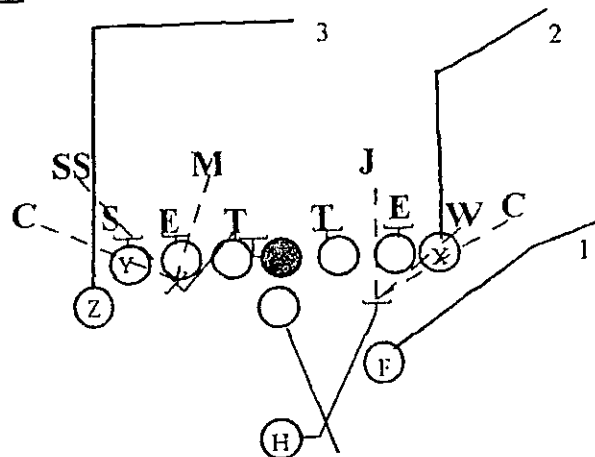
# GL PASS: RIDE 136 X FLAG

53



"DIAMOND" "PACKER OC DUAL"

62



"EVEN" BSG DUAL

## DESCRIPTION:

PLAY ACTION PROGRESSION ROUTE OFF RIDE ACTION.

**Q**

RIDE 136 FAKE.. F TO X TO Z. (HOT TO F)

**F**

RELEASE ON ROUTE, BLUFF EMOL- ALERT FOR HOT.

**H**

GOOD RIDE 136 FAKE, EXECUTE 136 PRO

## FRONTSIDE

BLOCK 53 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

BLOCK 52 PROT.

RELEASE ON FLAG ROUTE, STAY HIGH TO PYLON.

## BACKSIDE

**C**

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

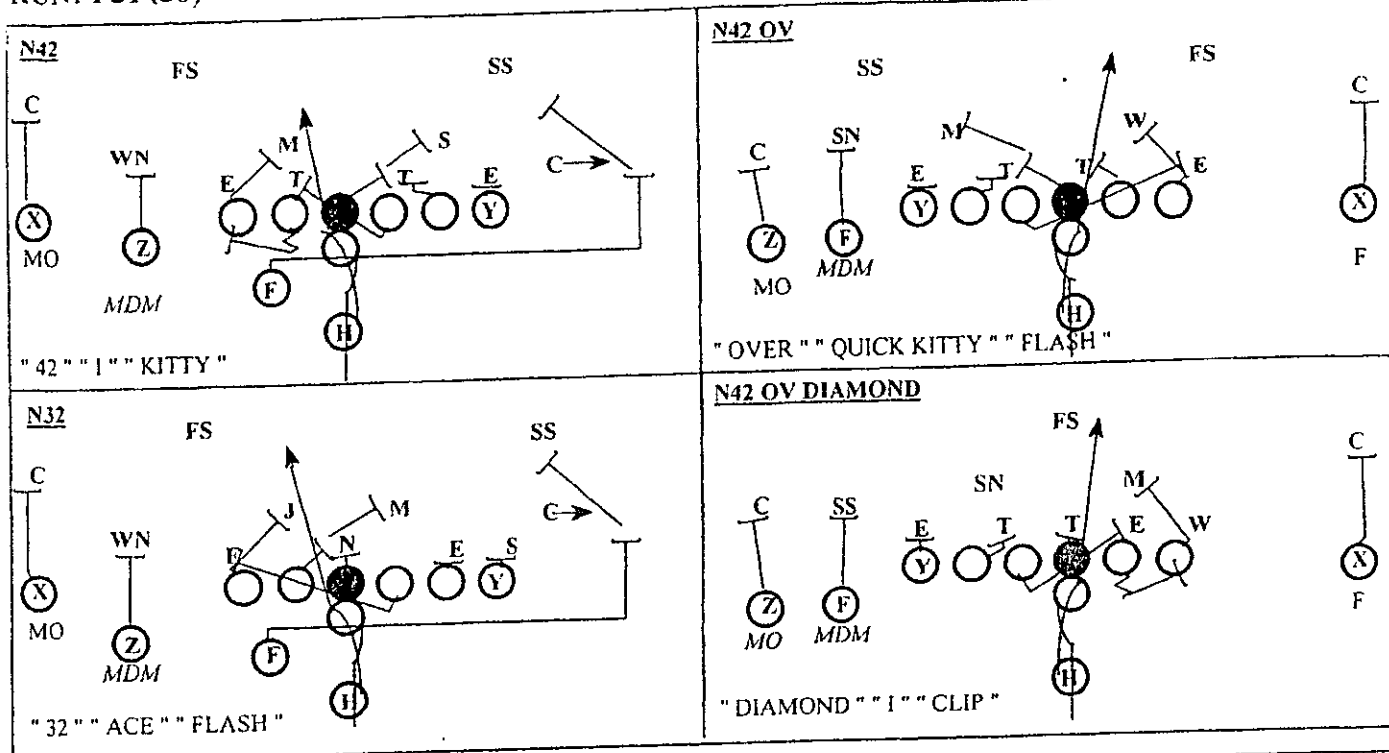
**T**

**Y**

BLOCK 52 PROT.

**X/Z**

RELEASE ON BASIC ROUTE ..... WORK THE BACK LINE.



**DESCRIPTION:**

Weak side Quick Trap with Influence Blocking.

**QB**

Butt to hole, Matadore Tech. Set up pocket play fake.

**F**

MDM OUTSIDE OF BOX

**H**

Cheat up, aiming point opposite butt cheek of playside call.

**BACKSIDE**

Pull and trap 1st down lineman vs. OT Bubble - 3 Tech vs. OG Bubble = End

Alert Kitty, Mingo, C, Clip or Jump through by game plan.

Block Man on, Alert C, Out calls.

Force

**C**

Block #0, Alert back, Quick, Kitty, Ace.

**G**

Influence vs. OT Bubble, Alert Ace, Quick calls.

**T**

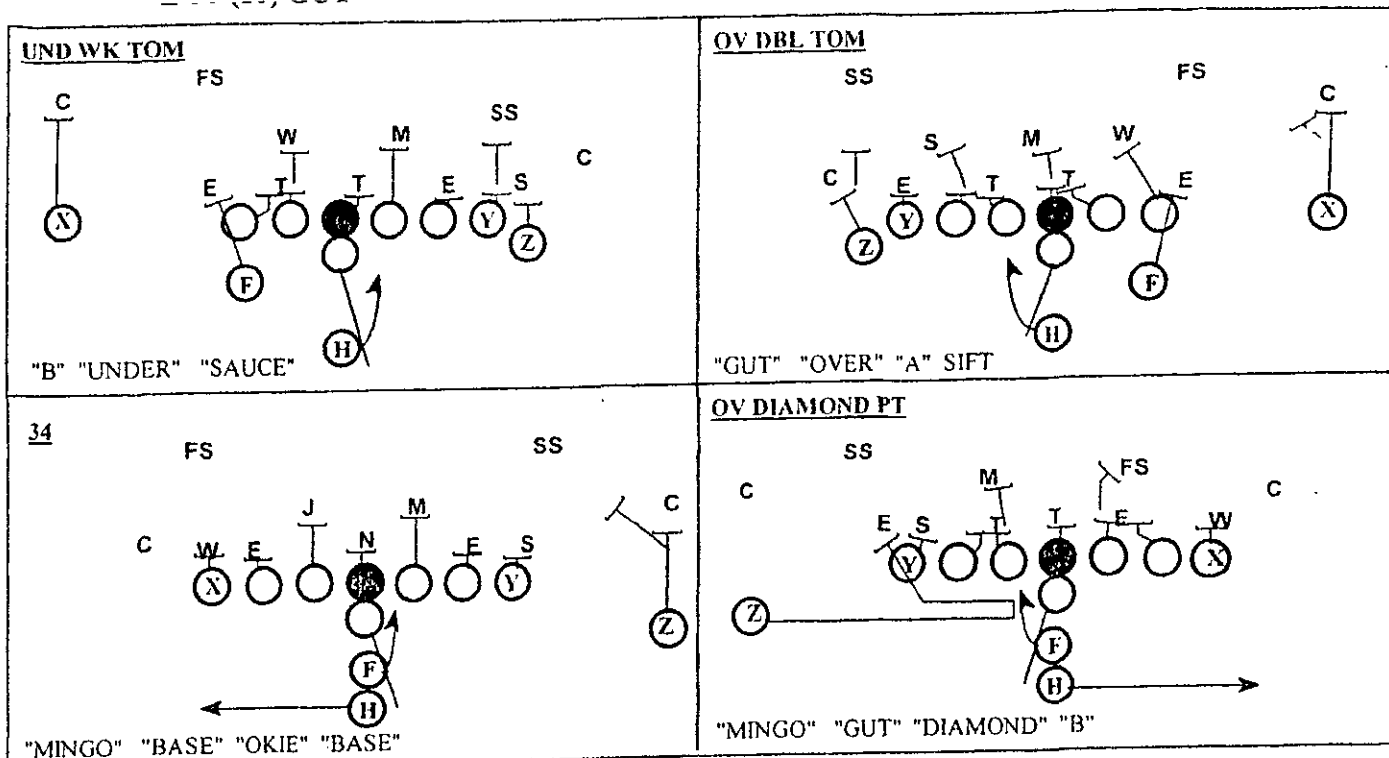
Flash DE to 1st Bubble Backer, Stay low and flat, run through the block.

**Y**

**X/Z**

Force

**FRONTSIDE**



<p><b>DESCRIPTION:</b></p> <p>HARD BALL QUICK HITTER, THE LINE IS BASE BLOCKING.</p>	<p><b>QB</b></p>	<p>OPEN QUICK AT 6:00 O'CLOCK FOR A GAP MESH. SEE MESH. SELL POCKET PLAY FAKE.</p>
	<p><b>F</b></p>	<p>AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM "WEAK" CUT OFF END.</p>
	<p><b>H</b></p>	<p>AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM "O" RUN WIDE AWAY FROM CALL.</p>

## BACKSIDE

<p>BLOCK #1, ALERT A, B, BASE.</p> <p>BLOCK #2, ALERT B, MINGO, SIFT.</p> <p>0/1 FORCE.</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p><b>FRONTSIDE</b></p> <p>BLOCK #0, BASE, ALERT A, ALERT GAP.</p> <p>BLOCK #1, BASE ALERT GAP, GUT, CHIP.</p> <p>BLOCK DE, ALERT GUT.</p> <p>BASE BLOCK DE OR SAM, ALERT SAUCE, MINGO.</p> <p>0/1 FORCE</p>
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## DALLAS COWBOY 2 MINUTE CALLS

### 2X2

HALF- GUN SPREAD RT	62 KEY WINSTON
HALF- GUN SPREAD RT	62 KEY ALL GO
HALF- GUN SPREAD RT	62 KEY Y SCISSORS CROSS
HALF- GUN SPREAD RT	62 KEY DO IT DOMINO
HALF- GUN SPREAD RT	QK 62 OHIO(RETURN)
HALF- GUN SPREAD RT	NICKEL 40

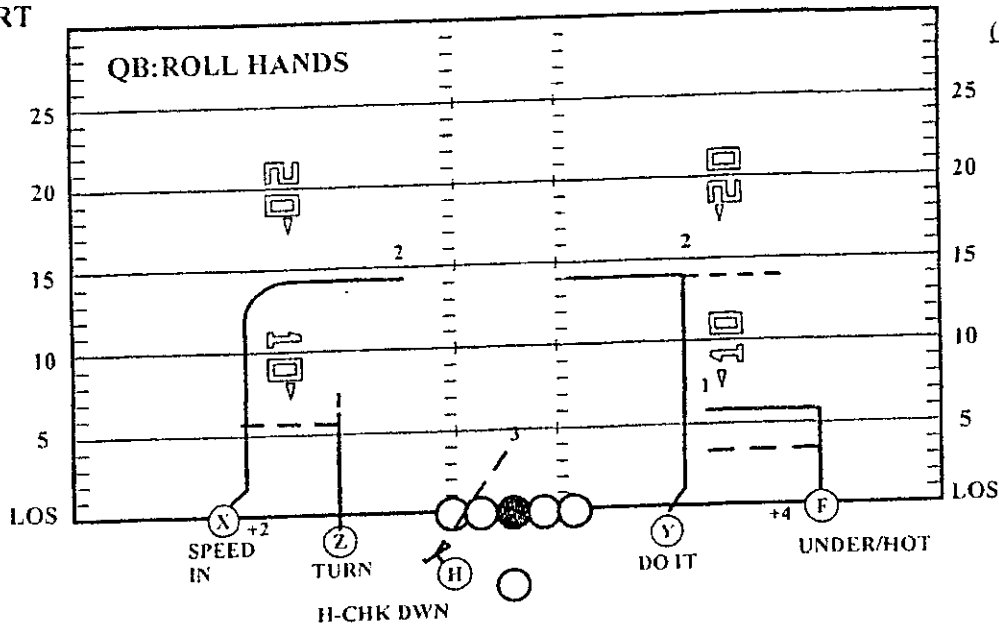
### 3X1

HALF- GUN TRIPS RT	82 DOUBLE Q(GO,SQUARE OUT)
HALF- GUN TRIPS RT	82 F DIG
HALF- GUN TRIPS RT	82 Z SPINNAKER
HALF- GUN TRIPS RT	62 KEY ALL GO SPECIAL

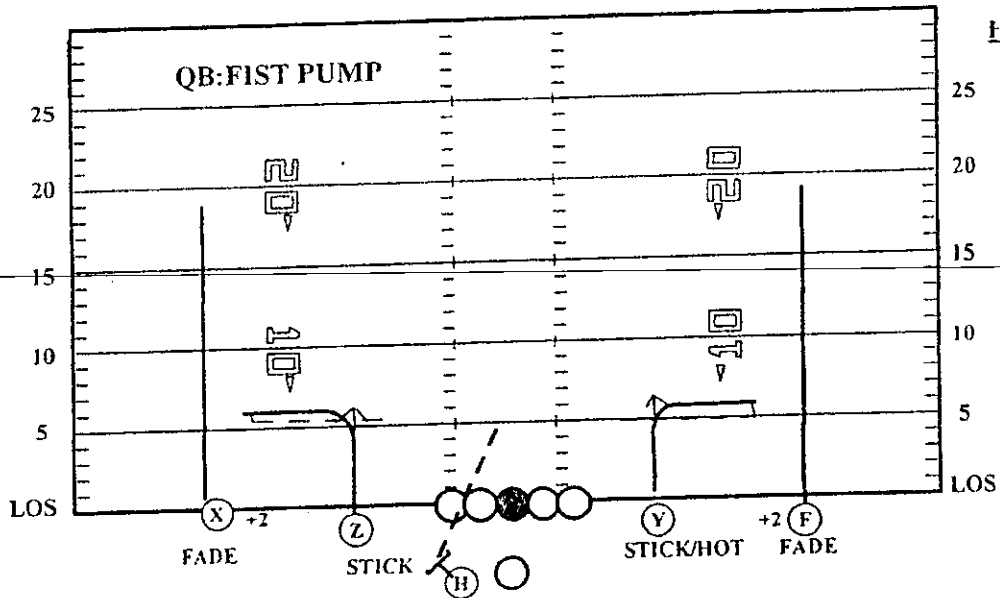


# 2 MINUTE 2X2

"SPREAD RT  
62, 62"

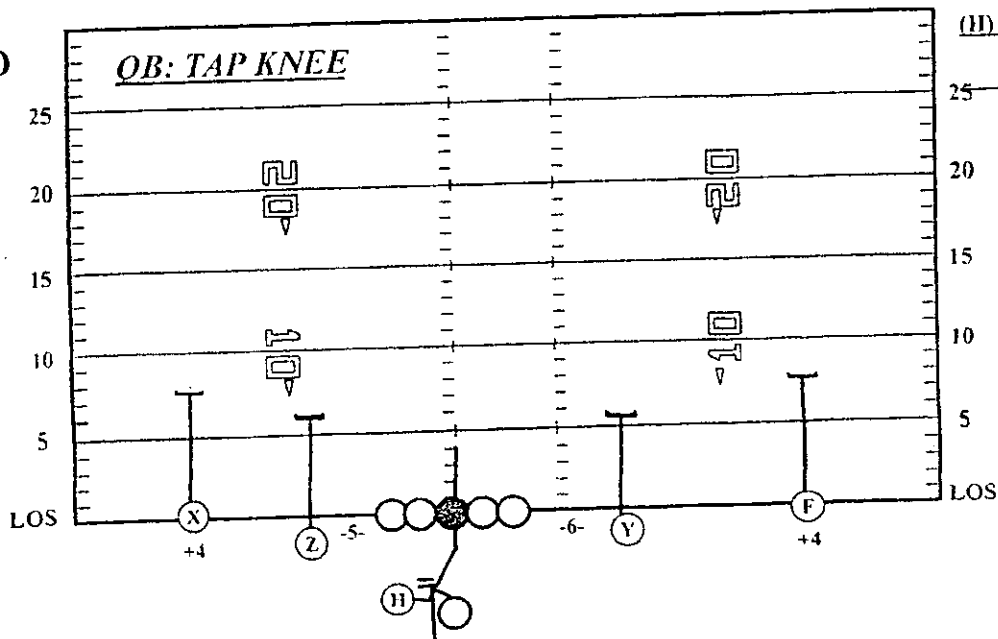


(HALF)-GUN SPREAD RT  
-62 KEY DO IT/ DOMINO



HALF)-GUN SPREAD RT  
-OK 62 OHIO (RETURN)

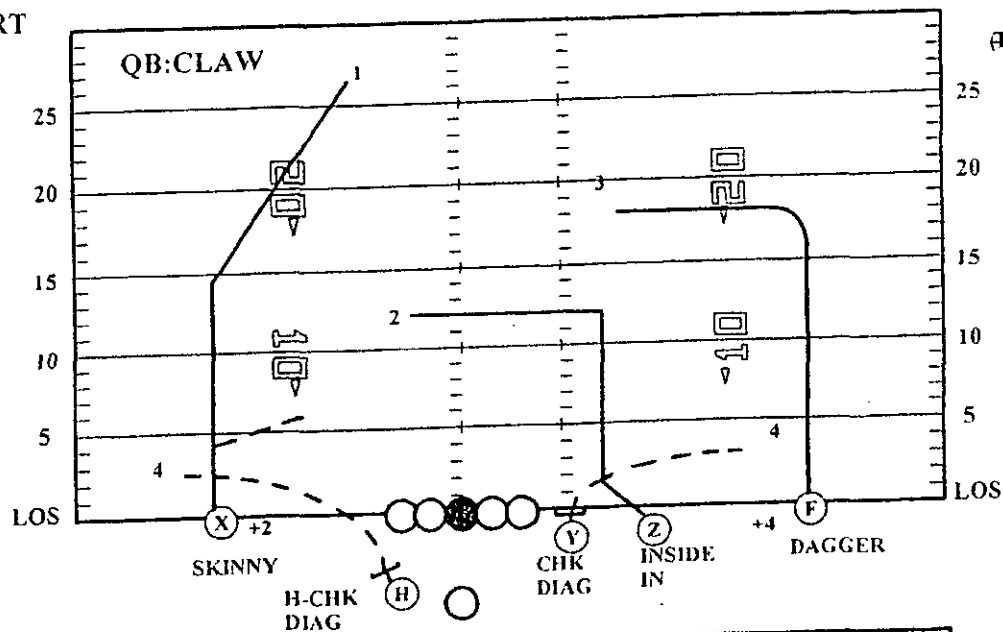
"SPREAD  
RT 40"



(H) GUN SPREAD RT  
NICKEL 40

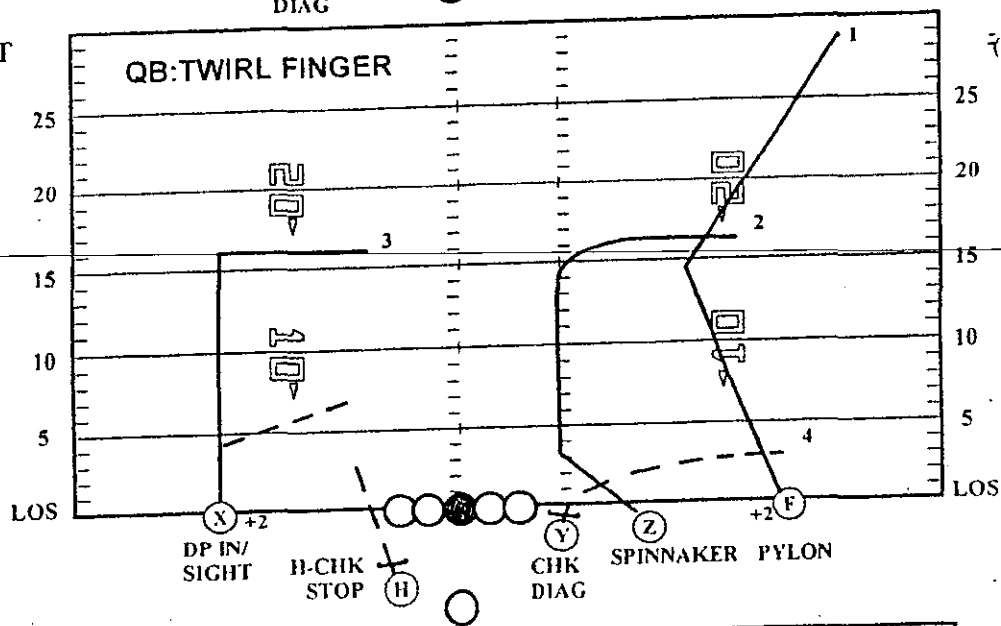
## 2 MINUTE 3X1

"TRIPS RT  
82,82"



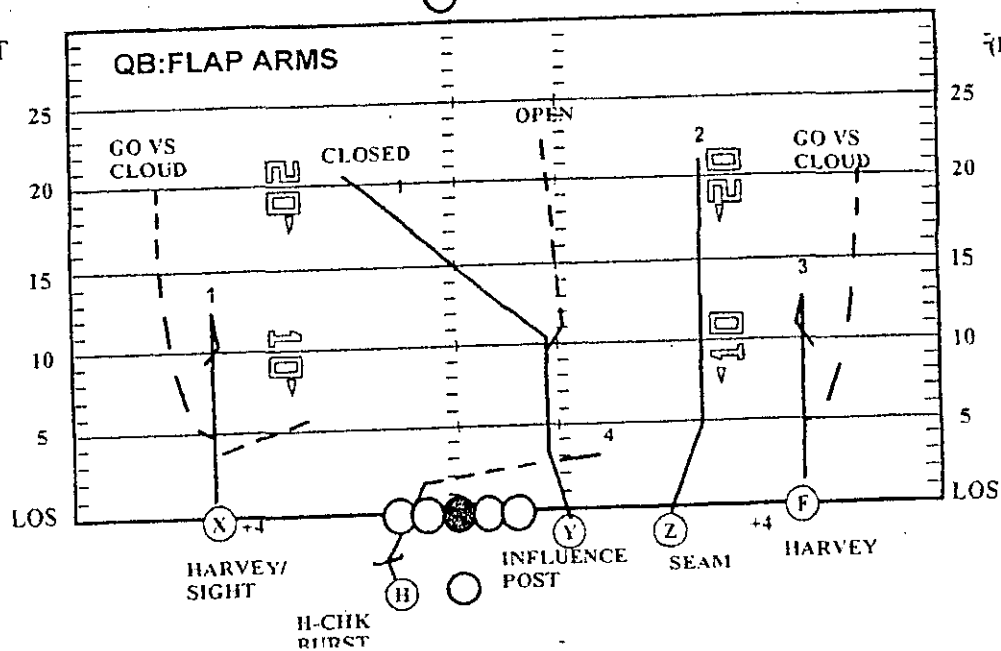
(HALF)-GUN TRIPS RT  
-82 F DIG

"TRIPS RT  
82,82"



5 (HALF)-GUN TRIPS RT  
-82 Z SPINNAKER

"TRIPS RT  
82,82"



7(HALF)-GUN-TRIPS RT  
-62 ALL GO SPECIAL

**DALLAS COWBOYS LAST 6**

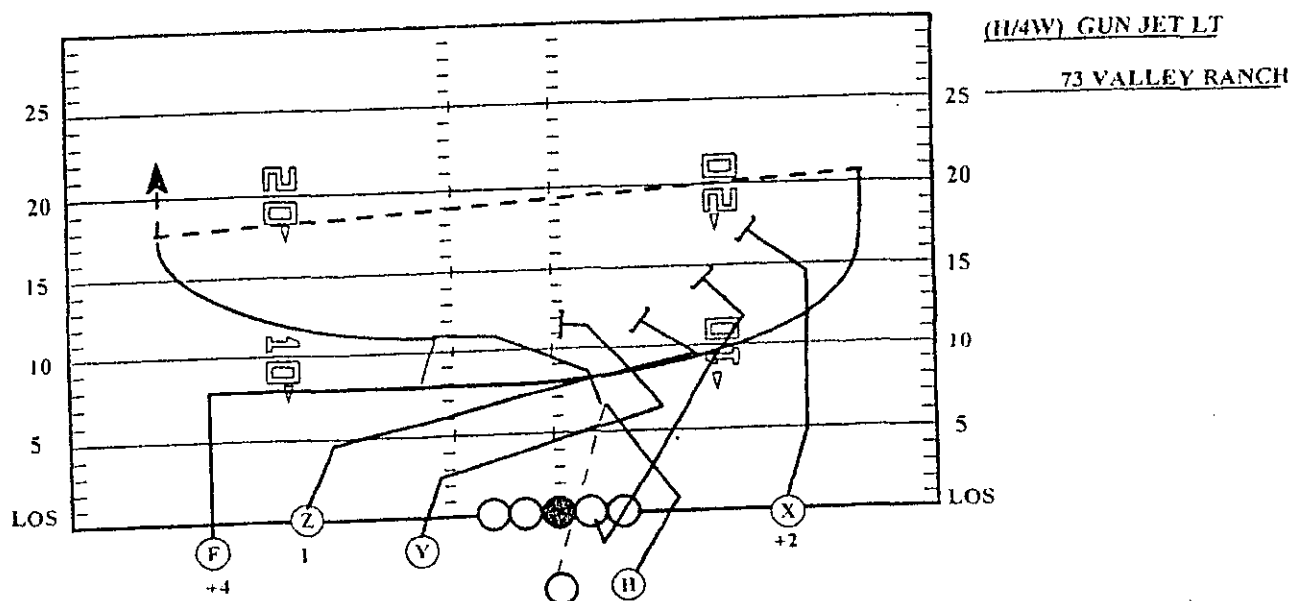
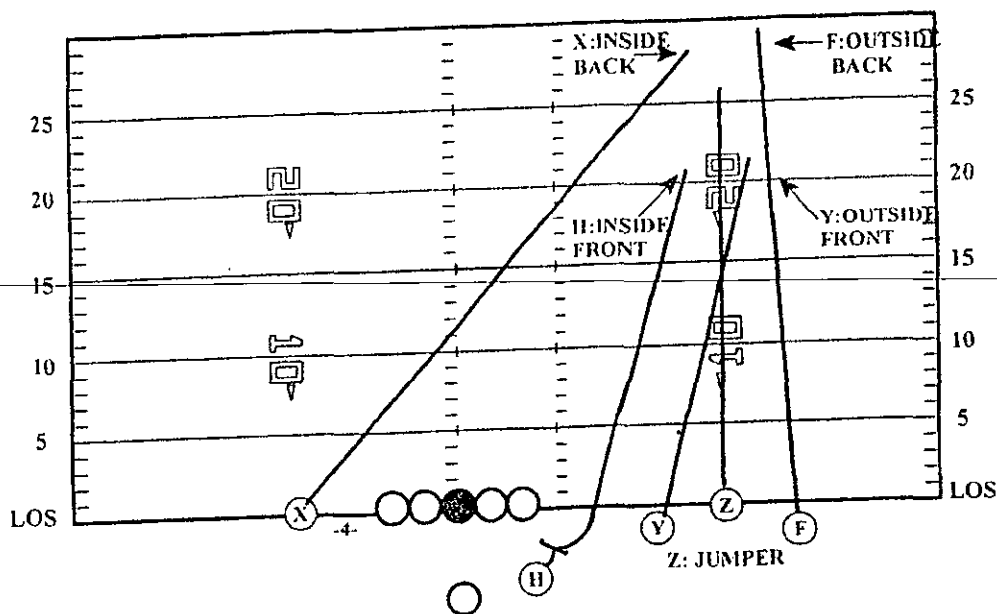
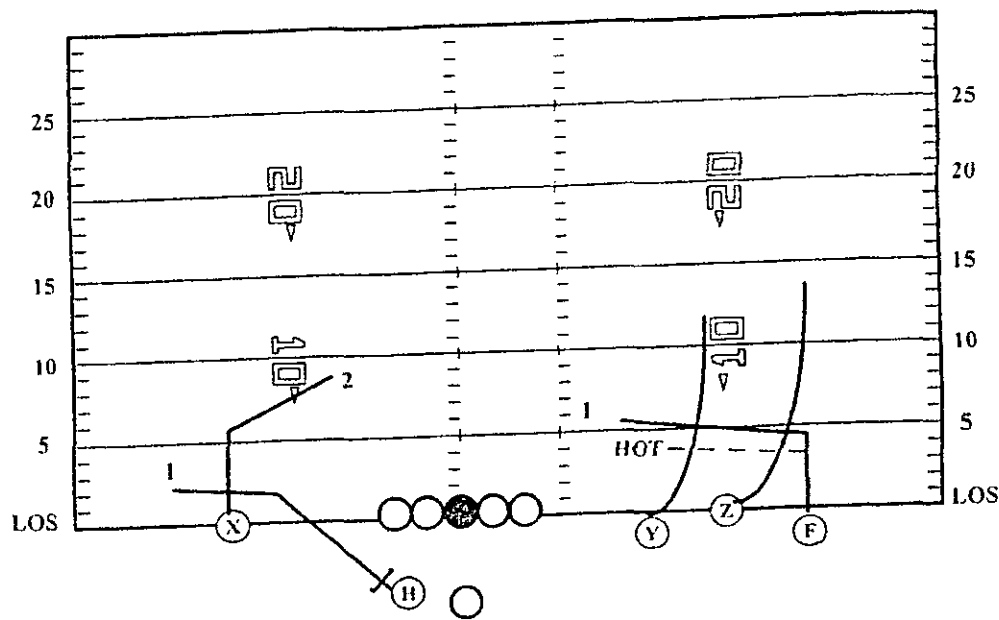
<b>HALF- GUN JET RT</b>	<b>QK 62 OSCAR</b>
<b>HALF- GUN JET RT</b>	<b>62 CAFE X Q</b>
<b>HALF- GUN JET RT</b>	<b>62 F INDIGO SPECIAL</b>
<b>HALF- GUN JET RT</b>	<b>62 BUCKEYE</b>
<b>HALF- GUN JET RT</b>	<b>52 JUMP BALL</b>
<b>HALF- GUN JET LT</b>	<b>73 VALLEY RANCH</b>

**ADDITIONAL 2 MINUTE CALLS**

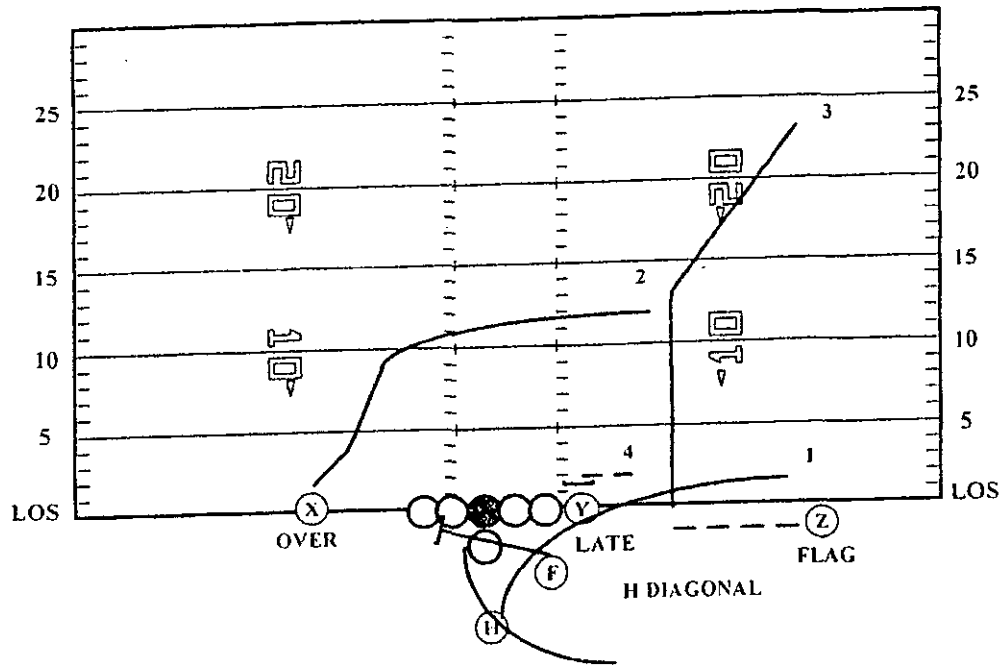
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<b>HALF- SPREAD RT</b>	<b>CLOCK IT</b>
<b>HALF- SPREAD RT</b>	<b>WATCH IT</b>
<b>HALF- SPREAD RT</b>	<b>99</b>

# LAST 6



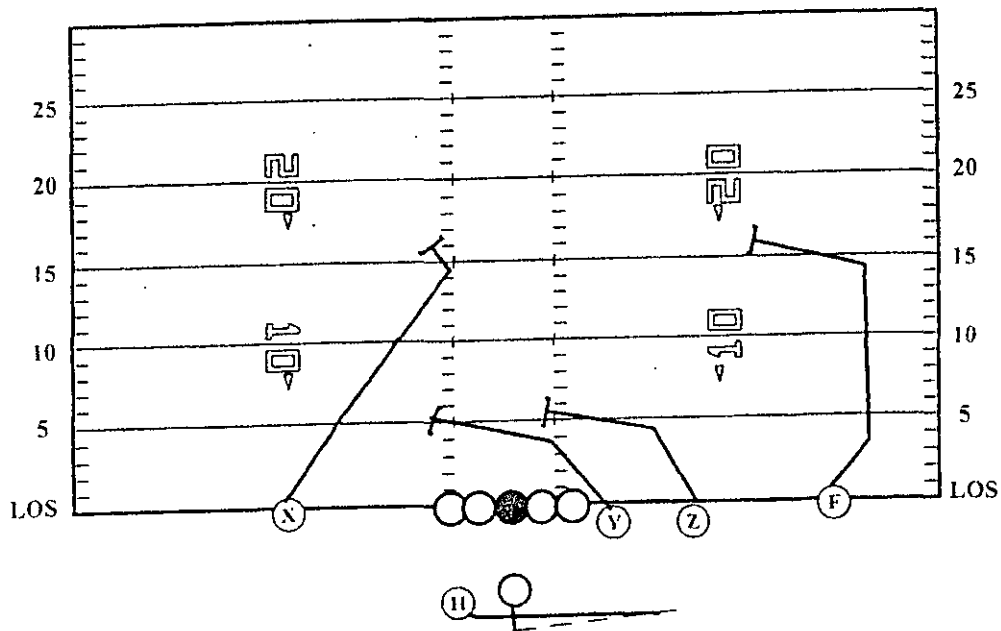
# 300 BOOT- BONG BOOT



(R/D) 0 STR ZING

SLANT 331 BONG BOOT RT

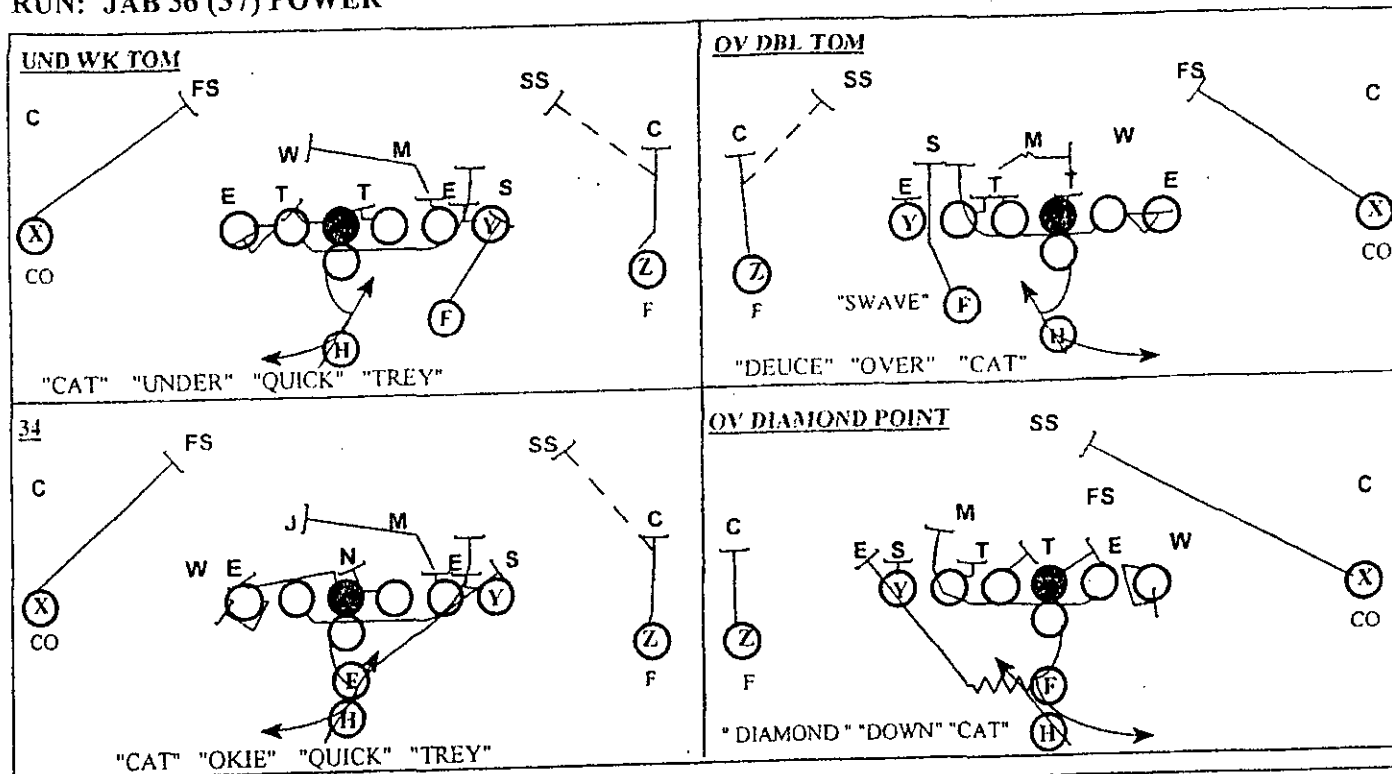
# SWING SCREEN



(R/D/H) GUN TRIPS RT

SWING SCREEN RT TO H

**RUN: JAB 36 (37) POWER**



**DESCRIPTION:**  
STRONGSIDE OFF-TACKLE SEPARATION PLAY.

**QB**

REVERSE OUT WITH YOUR BACK TO THE HOLE, SKIP STEP. PROTECT BALL AT SNAP. SOFTEN UP AND GIVE RB THE "A" GAP CUT. EXECUTE HAND-OFF AS DEEP AS POSSIBLE. SELL NAKED FAKE AWAY.

**F**

BLOCK SAM, IF HE IS ON LOS, KICK HIM OUT. IF HE IS OFF LOS, ENTER OFF DE - ALERT SHARK.

H

DROP STEP WITH OPPOSITE LEG, AIMING POINT IS INSIDE  
LEG OF TACKLE.

## BACKSIDE

PULL AND LOOK TO BLOCK MLB OR 1ST COLOR THAT SHOWS, YOU MAKE US RIGHT, MUP CALL LOOK TO BLOCK SS.

ALERT CAT, SEE RUN THRU.

6/7 HOLE CUT OFF

# FRONTSIDE

**C**

ALERT QUICK, BACK, DOWN CALLS.

# G

ALERT QUICK, DEUCE, DOWN, MUP CALLS. SEE RUN THRU.

**T**

ALERT TREY, ALERT MUP AND SHARK CALLS. SEE RUN THRU.

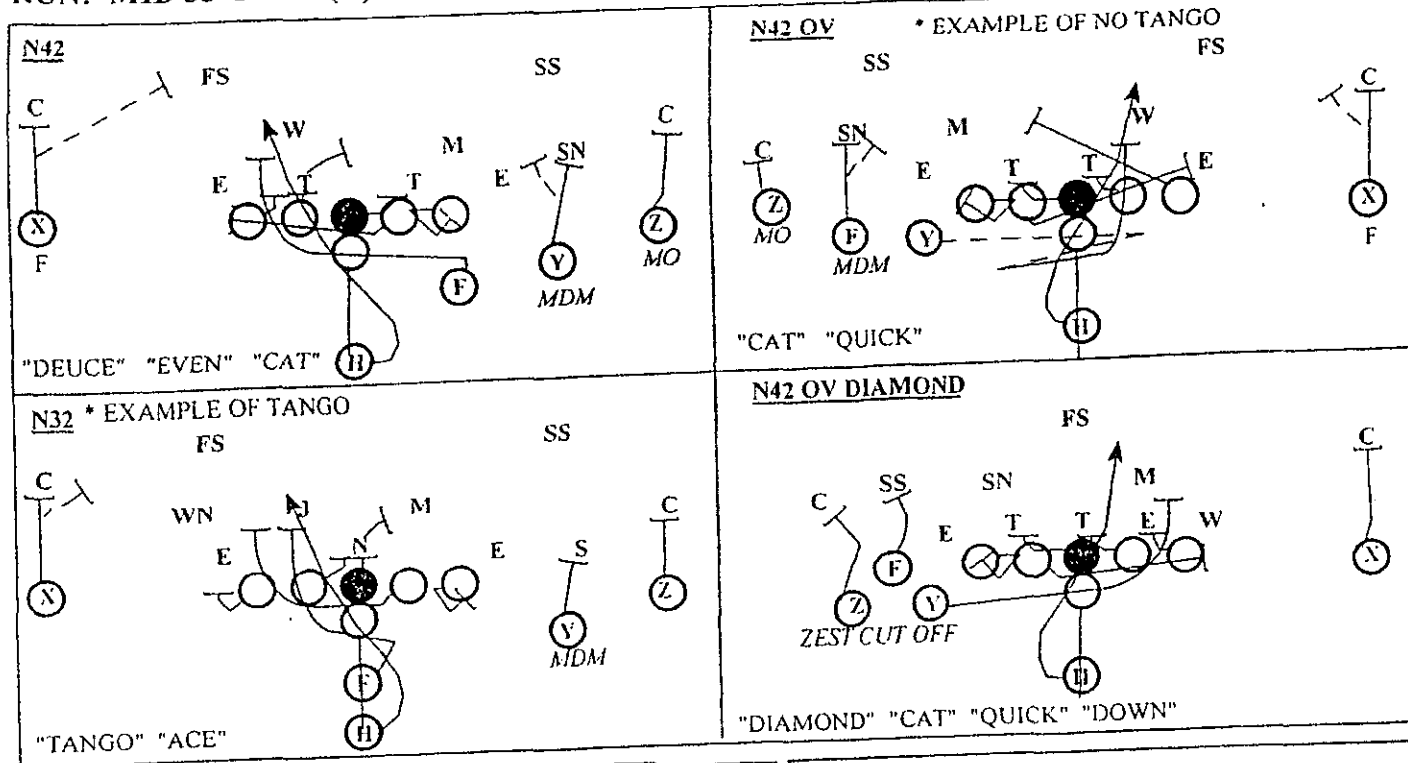
## Y

BLOCK DE OR INSIDE AREA.  
ALERT TREY, ALERT MUP AND SHARK CALLS.

X/Z

6/7 HOLE FORCE, POSS. PIZZA.

# RUN: MID 35 CTR F (Y)



## DESCRIPTION:

WEAKSIDE CTR FROM B3 OR HALF, WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F/Y**

STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS. "TANGO" - BLOCK 2ND LB'ER SPOT

**H**

USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F/Y BLOCK.

## FRONTSIDE

BLOCK BACKSIDE AREA TO BSLBer.  
ALERT ACE, QUICK, CAT & DOWN CALLS.

BLOCK INSIDE AREA-- MLBer TO BSLBer.  
ALERT DEUCE, DOWN, QUICK & ACE CALLS.

BLOCK INSIDE AREA--MLBer TO BSLBer.  
ALERT DEUCE, DOWN, TANGO & WANDA CALLS.

4/5 HOLE FORCE

## BACKSIDE

**C**

PULL AND TRAP EMOL.  
GET INTO LOS FOR KICK OUT.  
CP--WITH TANGO CALL WRAP FOR WLBer.  
CP--ALERT WANDA CALL--WLBer ON LOS..

**G**

**T**

BLOCK "B" GAP AREA.  
ALERT CAT

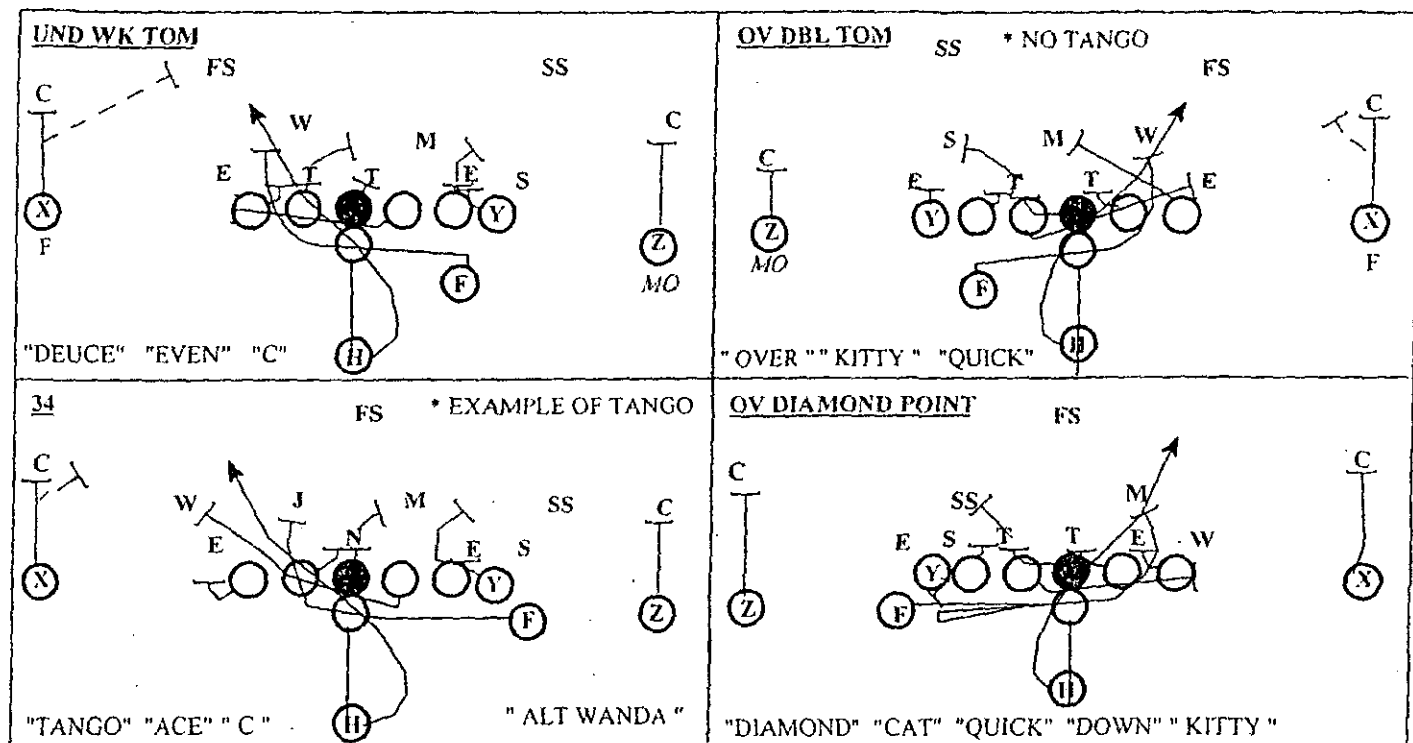
**Y/F**

CUT OFF MDM

**X/Z**

4/5 HOLE FORCE.

RUN: MID 35 / 4 CTR



**DESCRIPTION:**

WEAKSIDE CTR FROM BASE PEOPLE, WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F**

STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS, "TANGO" - BLOCK 2ND LB'ER SPOT

**H**

USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.

**FRONTSIDE**

BLOCK BACKSIDE AREA TO BSLBer. ALERT ACE, QUICK, CAT & DOWN CALLS. KITTY CALL

BLOCK INSIDE AREA--MLBer TO BSLBer. ALERT DEUCE, DOWN, QUICK & ACE CALLS.

BLOCK INSIDE AREA--MLBer TO BSLBer. ALERT DEUCE, DOWN, TANGO & WANDA CALLS.

4/5 HOLE FORCE

**BACKSIDE**

**C**

**G**

PULL AND TRAP EMOL. GET INTO LOS FOR KICK OUT. CP--WITH TANGO CALL WRAP FOR WLBer. CP--ALERT WANDA CALL--WLBer ON LOS.

**T**

BLOCK "B" GAP AREA. ALERT CAT, KITTY CALL

**Y**

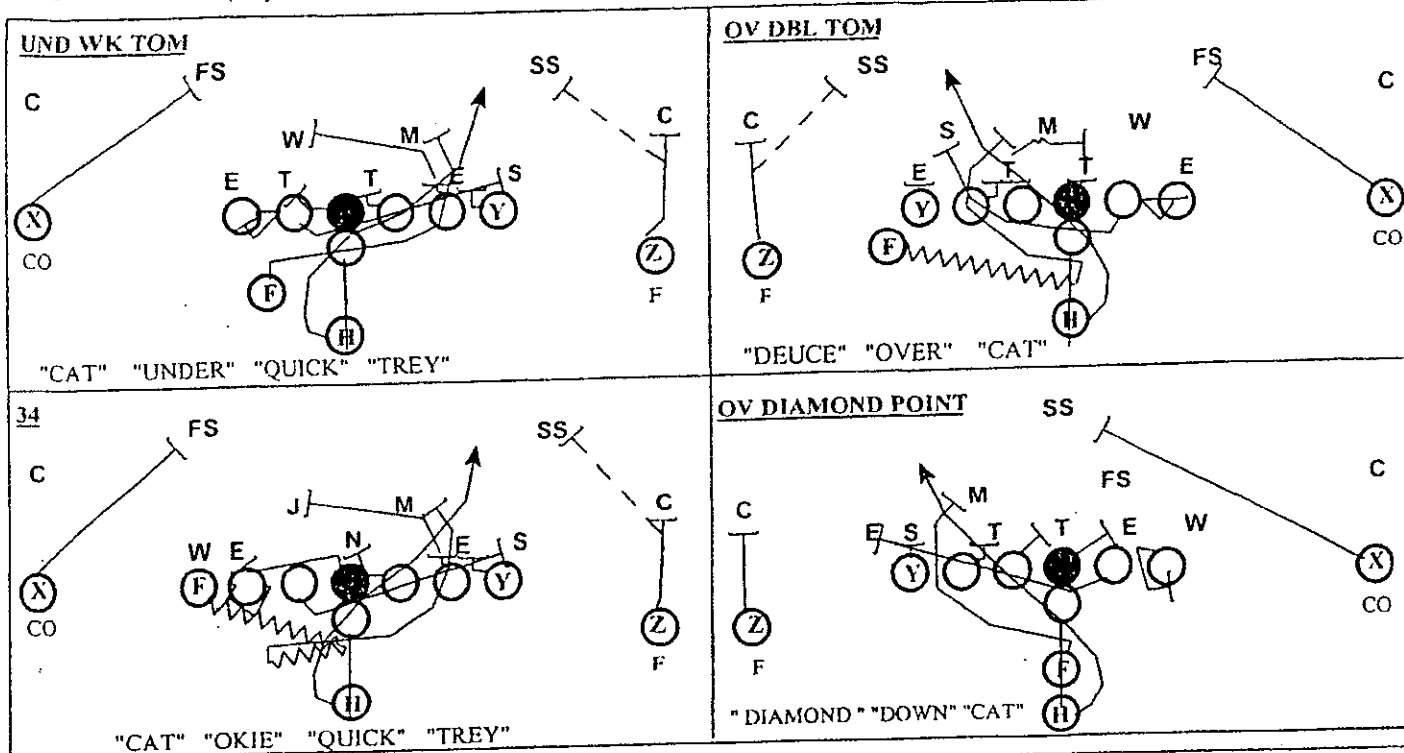
ALT "C", CAT AND KITTY CALL

**X/Z**

4/5 HOLE FORCE.



RUN: MID 36 (37) CTR



<p><b>DESCRIPTION:</b></p> <p>STRONG SIDE CTR PLAY FROM BASE PEOPLE, SEPARATION PLAY WITH MISDIRECTION.</p>	<table border="1"> <tr> <td><b>QB</b></td><td>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</td></tr> <tr> <td><b>F</b></td><td>TIME STEP AND PULL FOR 1ST BACKER (MIKE) VS. 34 OR UNDER AND 2ND BACKER VS. OVER FRONT (MIKE).</td></tr> <tr> <td><b>H</b></td><td>USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.</td></tr> </table>	<b>QB</b>	OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.	<b>F</b>	TIME STEP AND PULL FOR 1ST BACKER (MIKE) VS. 34 OR UNDER AND 2ND BACKER VS. OVER FRONT (MIKE).	<b>H</b>	USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.
<b>QB</b>	OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.						
<b>F</b>	TIME STEP AND PULL FOR 1ST BACKER (MIKE) VS. 34 OR UNDER AND 2ND BACKER VS. OVER FRONT (MIKE).						
<b>H</b>	USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.						

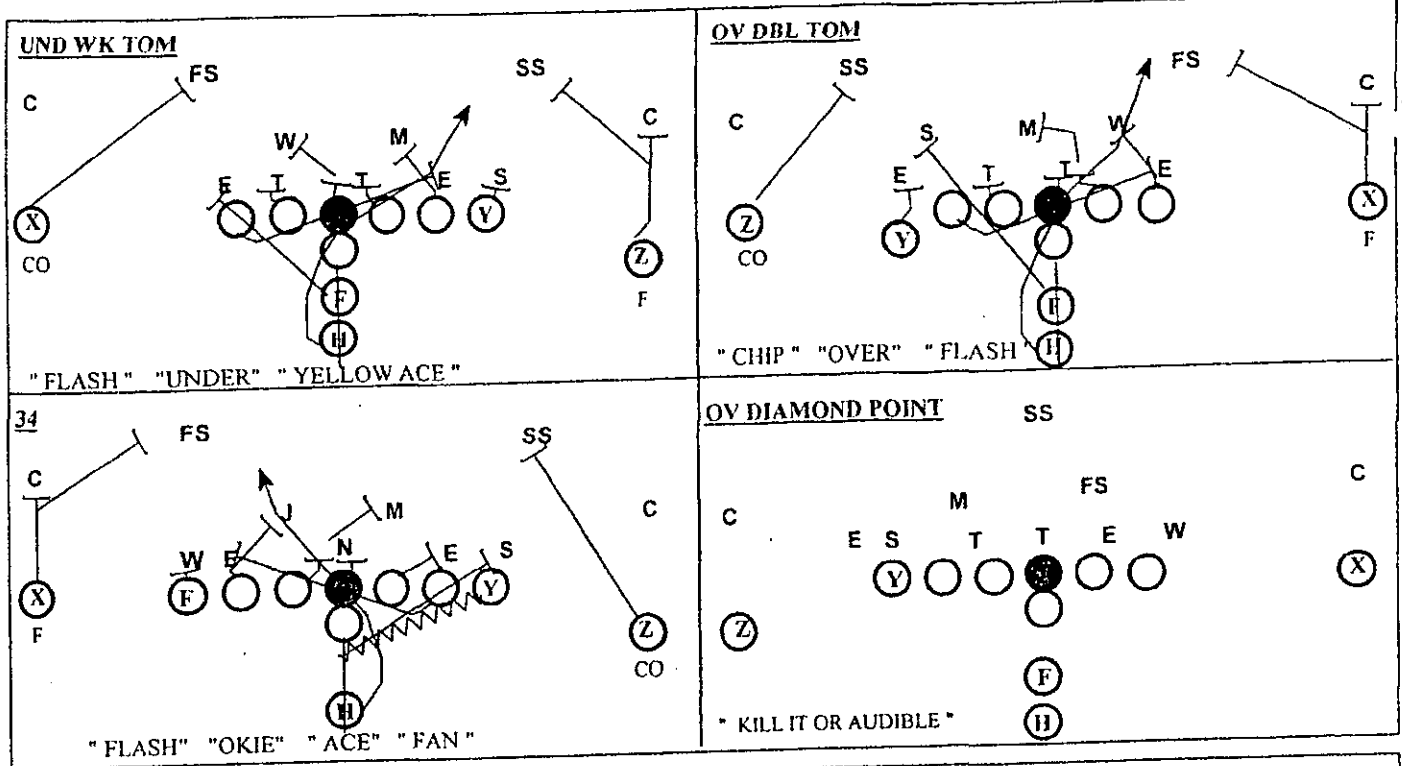
## BACKSIDE

<p>UNDER OR 34: PULL AND TRAP SLB OVER FRONT: PULL TO 1ST BACKER (SLB).</p> <p>ALERT: CAT, DBL CAT.</p> <p>6/7 HOLE CUT OFF</p>
---

## FRONTSIDE

<b>C</b>	ALERT: QUICK, DOWN, ACE.
<b>G</b>	ALERT: DEUCE, QUICK, ACE AND DOWN CALLS. FREEZE DEUCE ALSO.
<b>T</b>	ALERT: TREY, DEUCE, FREEZE DEUCE AND DOWN CALLS.
<b>Y</b>	ALERT: TREY, DEUCE AND DOWN CALLS.
<b>X/Z</b>	6/7 HOLE FORCE, POSS. PIZZA.

# RUN: MID 34-5 TIDE



## DESCRIPTION:

SEPARATION PLAY USING MIS DIRECTION AND (OT) PULL. WE WANT TO ALWAYS RUN THIS PLAY TO THE TIGHT TECHNIQUE.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F**

FILL FOR PULLING (OT). ALERT SIGNAL BY TE TO BLOCK SLB IN BUBBLE.

**H**

USE TIGHT RIDE STEPS - ENTER THROUGH A, B OR C GAP.

## BACKSIDE

BLOCK MAN ON, FAN VS. 34 TO END. ALERT ORANGE AND YELLOW.

PULL AND BLOCK. DEFENSIVE END INSIDE OUT. ALERT FOR "WANDA" CALL, BLOCK WLB.

BLOCK CUT OFF FOOTWORK, ALERT TO SIGNAL FB THAT SLB IS IN THE HOLE.

4/5 HOLE FORCE.

## FRONTSIDE

**C**

ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.

**G**

ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.

**T**

FLASH TO FRONTSIDE LB, ALERT WANDA.

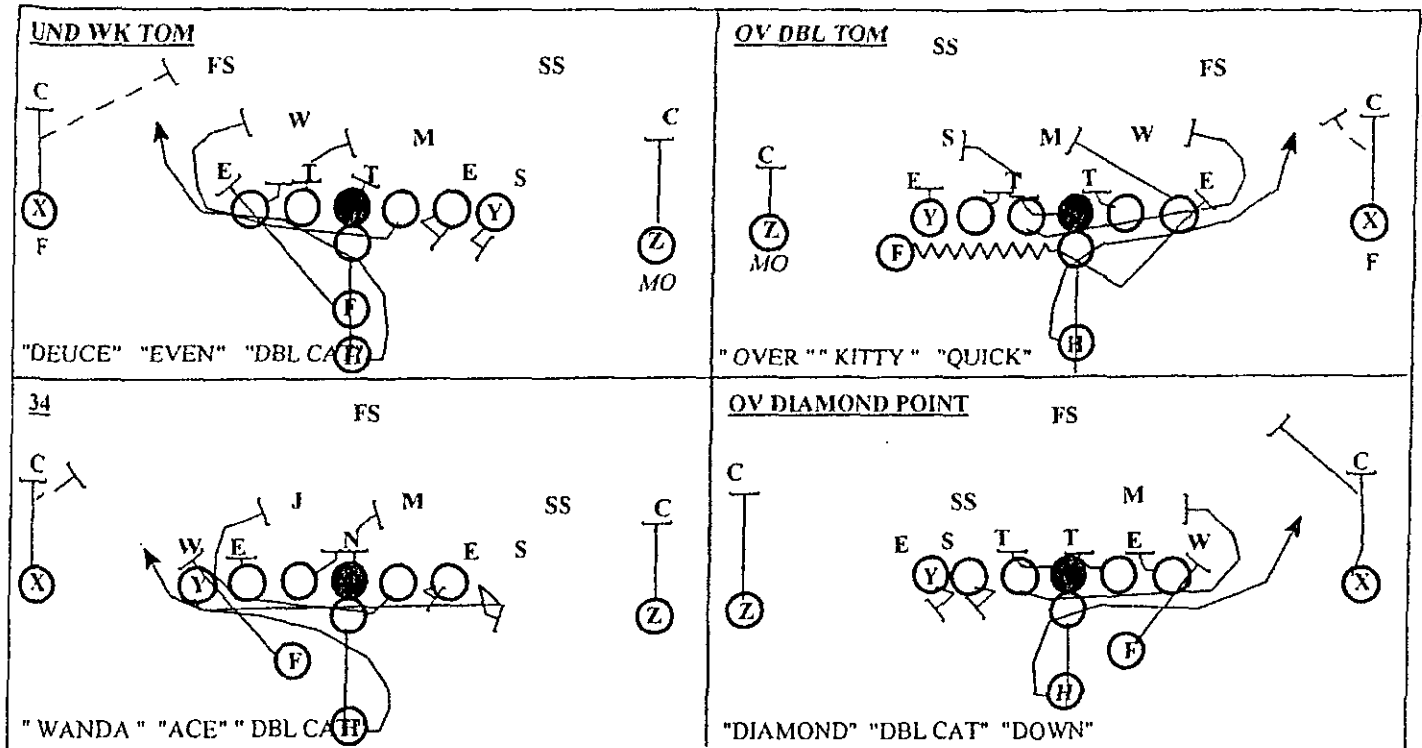
**Y**

BLOCK MAN ON, INSIDE FOOTWORK.

**X/Z**

4/5 HOLE FORCE.

# RUN: MID 35 / 4 KICK



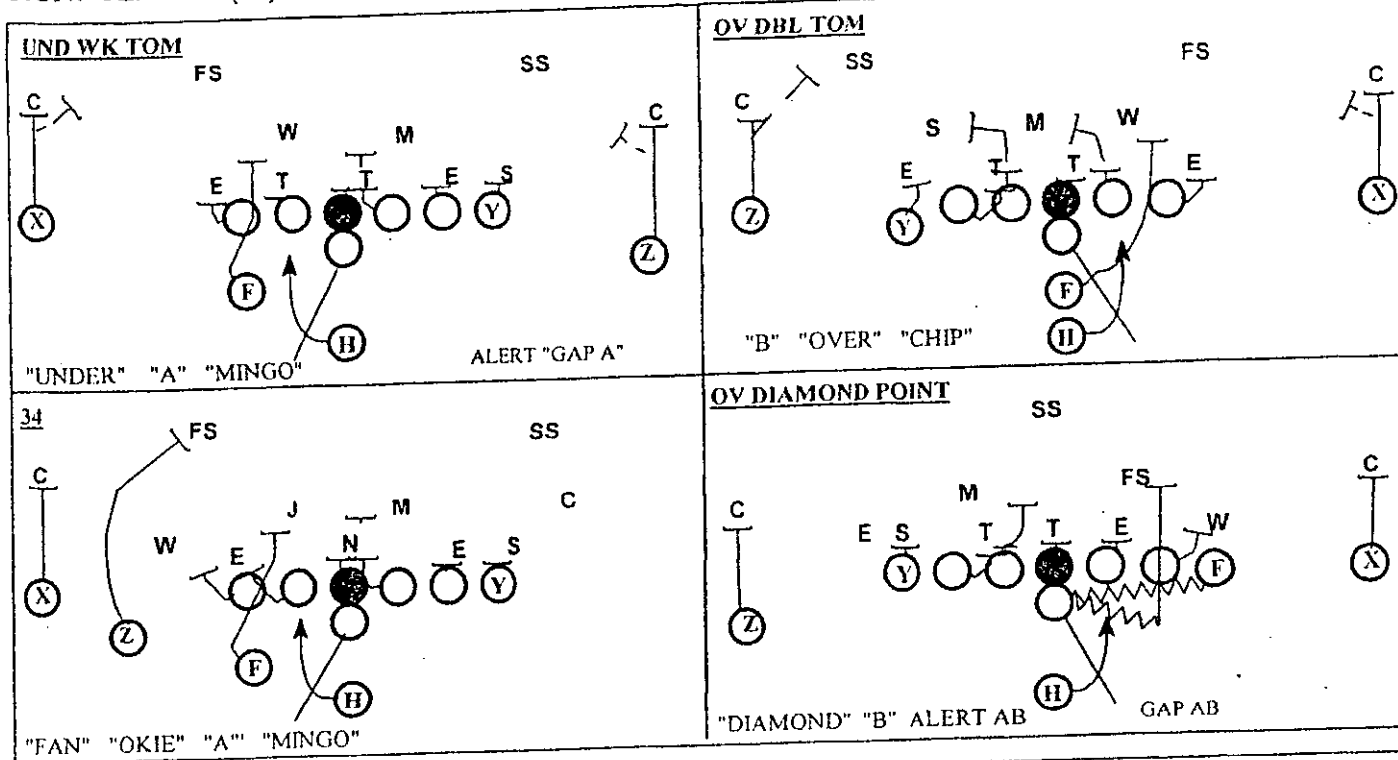
<p><b>DESCRIPTION:</b></p> <p>WK SIDE MISDIRECTION PLAY THAT SEPARATES THE DEFENSE. THE FB WILL CUT THE E.M.O.L. AND THE GUARD PULLS FOR THE WLB.</p>	<p><b>QB</b></p> <p><b>F</b></p> <p><b>H</b></p>	<p>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</p> <p>CUT E.M.O.L. - IF HE PENETRATES UPFIELD, TRAP E.M.O.L.</p> <p>OPEN LEAD STEP. READ GUARD.</p>
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## FRONTSIDE

## BACKSIDE

<p>ALERT : QUICK , DEUCE AND DOWN CALLS , ACE ALSO.</p> <p>ALERT: DEUCE , DOWN OR WANDA CALLS.</p> <p>4/5 HOLE FORCE</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>ALERT: QUICK, KITTY, ACE AND DOWN CALLS.</p> <p>PULL TO BLOCK WLB, ALERT "WANDA" CALL.</p> <p>ALERT: CAT AND DBL CAT, KITTY CALLS.</p> <p>ALERT: DBL CAT OR CUT OFF (KITTY).</p> <p>4/5 HOLE FORCE.</p>
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# RUN: RIDE 35 (34) BASE



## DESCRIPTION:

A WEAK SIDE OFF-TACKLE LEAD PLAY WITH ZONE BLOCKING BY THE O-LINE

**QB**

OPEN @ 5/7 O'CLOCK, SECOND STEP ADJUST. GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND & SHOW BALL EARLY. SET UP BEHIND TACKLE.

**F**

BLOCK WILL- ENTER OFF 1ST COVERED OL PLAYSIDE. HIT HIM SQUARE. ALERT FAN.

**H**

OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE, READ 1ST COVERED OL, POSSIBLE ROLL BACK

## FRONTSIDE

BLOCK #0. DRIVE BLOCK. ALERT GAP, GAP A, A, BOX & ORANGE/YELLOW CALLS.

BLOCK #1. DRIVE BLOCK. ALERT GAP, GAP A, SLIP, ORNG/YLOW, BOX CALLS, FAN CALLS.

BLOCK DE. DRIVE BLOCK. ALERT FAN, SLIP CALLS.

4/5 FORCE

## BACKSIDE

**C**

**G**

BLOCK #1. CUT OFF. ALERT BOX, A, B & AB OR GAP A CALLS, ALSO SLAP CALLS..

**T**

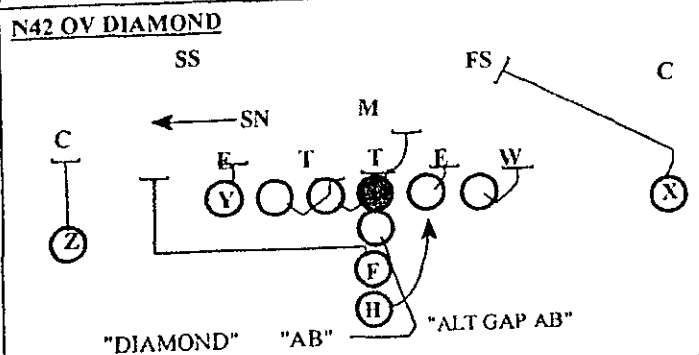
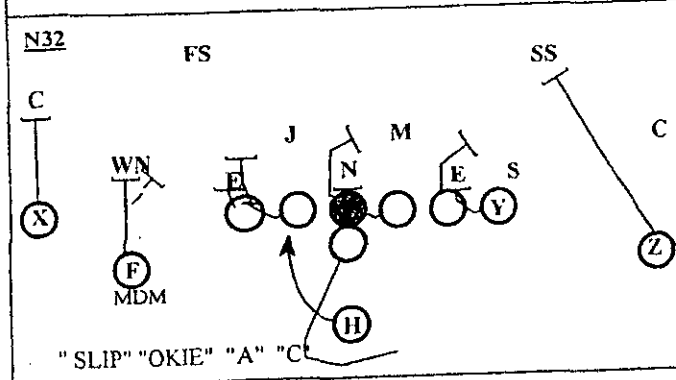
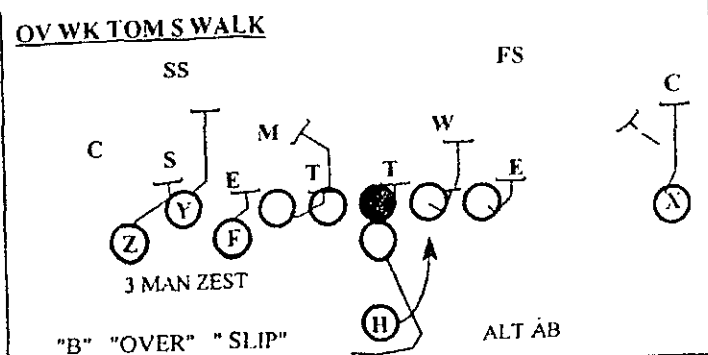
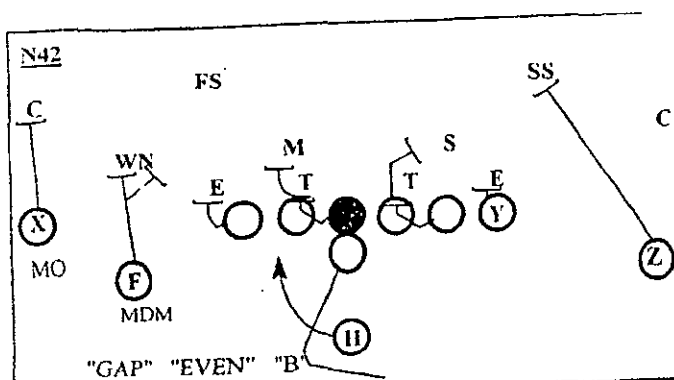
BLOCK #2. CUT OFF. ALERT BOX, B, AB, C, SUP & MINGO AND SLAP CALLS.

**Y**

BLOCK #3. CUT OFF. ALERT BOX, B, C, SUP & MINGO CALLS.

**X/Z**

4/5 HOLE FORCE/ALERT BOX IN SLOT



**DESCRIPTION:**

OPEN SIDE ZONE PLAY - POSS. KILL OR ALERT PLAY.

**QB**

OPEN AT 5/7 O'CLOCK, SECOND STEP ADJUST, GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND AND SHOW BALL EARLY. SELL NAKED FAKE AWAY AND SET UP BEHIND CENTER.

**F**

MDM OUT OF BOX

**H**

OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE - READ 1ST COVERED OL, POSSIBLE ROLL BACK.

**FRONTSIDE**

BLOCK #0 TO ONL Ber.  
ALERT GAP, AB & ORNG/YLOW CALLS, GAP AB CALLS.

BLOCK #1. ALERT GAP, SLIP & ORANGE/YELLOW CALLS, CHIP CALLS, GAP AB CALLS.

BLOCK DE. WIDE DRIVE BLOCK.  
ALERT FAN & SLIP CALLS.

4/5 HOLE FORCE. , ZEST

**C**

**G**

**T**

**Y**

**X/Z**

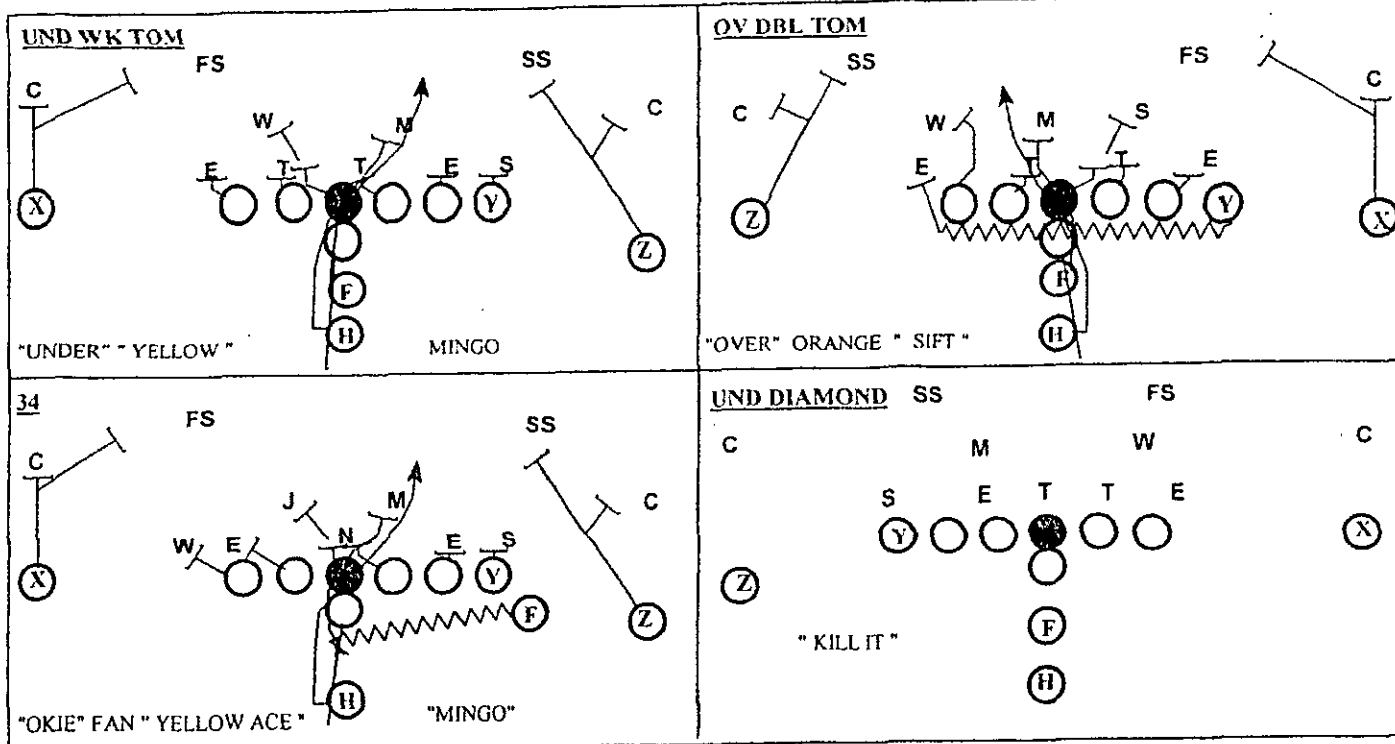
**BACKSIDE**

BLOCK #1. CUT OFF.  
ALERT A, B, AB & ORANGE/YELLOW CALLS, SLAP CALLS, GAP AB CALLS..

BLOCK #2. CUT OFF.  
ALERT B, AB, C, SUP & MINGO CALLS, SLAP CALLS AND GAP AB CALLS.

BLOCK #3. CUT OFF.  
ALERT B, C, SUP & MINGO CALLS.

4/5 HOLE FORCE. , ZEST

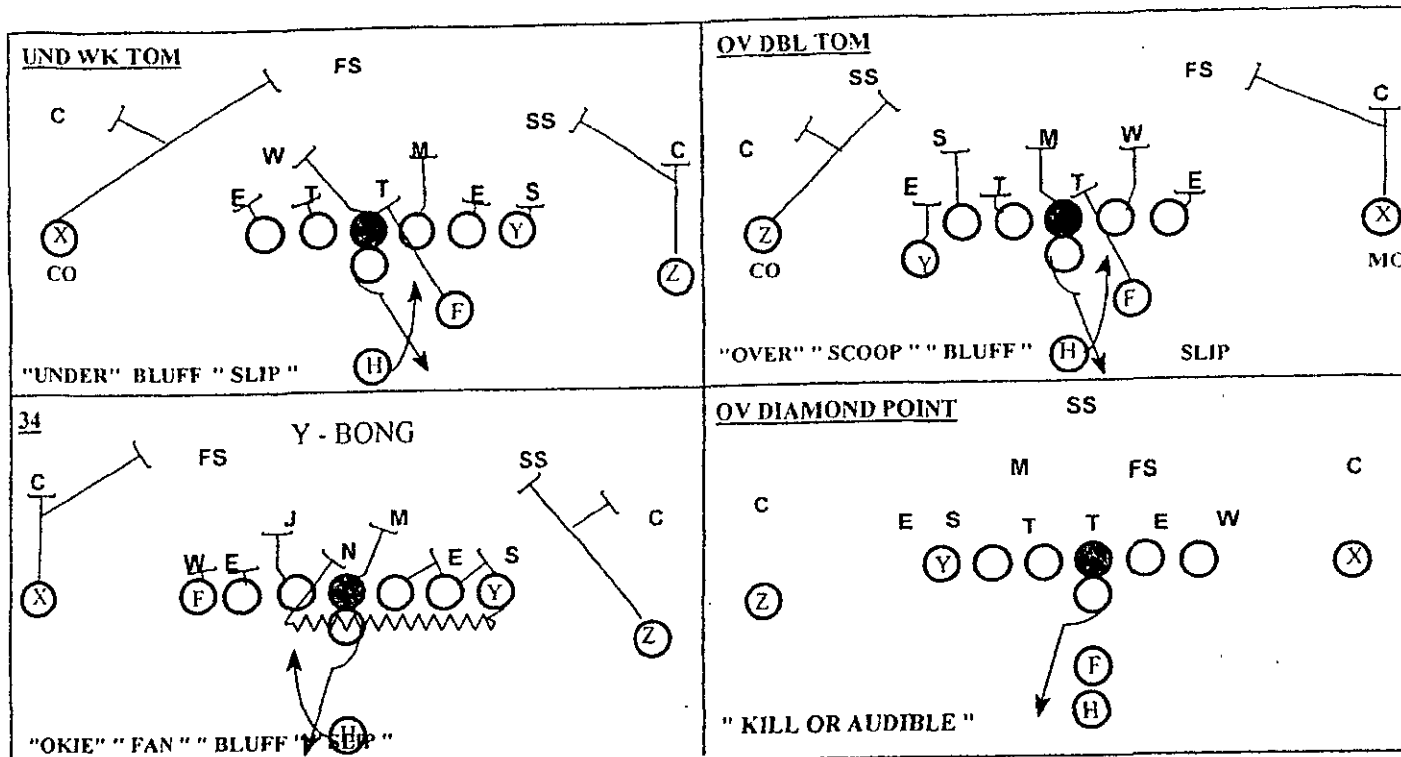


<p><b>DESCRIPTION:</b></p> <p>MISDIRECTION WEAK SIDE RUN USING RIDE FOOTWORK, THE FB WILL BLOCK THE MIKE LB.</p>	<p><b>QB</b></p>	<p>OPEN AT 6:00 O'CLOCK. GET THE BALL TO BACK AS DEEP AS POSSIBLE. SET UP BEHIND CENTER.</p>
	<p><b>F</b></p>	<p>OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND BLOCK MIKE.</p>
	<p><b>H</b></p>	<p>OPEN LEAD STEP - ENTER OFF 1ST COVERED OL PLAYSIDE AND READ F BLOCK ON MIKE.</p>

## BACKSIDE

## FRONTSIDE

<p>ALERT: ORANGE/YELLOW ACE, B, SLAP CALLS.</p> <p>ALERT: SIFT, B, MINGO CALLS, C CALLS.</p> <p>ALERT: MINGO, C CALLS.</p> <p>2/3 HOLE FORCE</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>BLOCK WLB. ALERT: ORANGE/YELLOW, ORANGE/YELLOW ACE OR HARD RAM/LION.</p> <p>ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.</p> <p>ALERT: ORANGE/YELLOW, FAN OR SLIP CALLS, HARD RAM/LION CALLS.</p> <p>2/3 HOLE FORCE</p>
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**DESCRIPTION:**

SEPARATION PLAY USING THE FB AS THE CUTTER UNLESS WE TAG (Y BONG) THE LINE BLOCKS THE LBS ON BONG. PREFER TO RUN TO 1-TECH OR TIGHT-TECH.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

BLOCK TACKLE ACROSS HOLE. CANNOT CUT.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

**BACKSIDE**

ODD FRONT = BLOCK 1ST LB AWAY FROM CALL (BLUFF).  
EVEN FRONT: BLOCK MIKE

ALERT: FAN, FRISCO, SLIP AND BLUFF CALLS.

ALERT: FAN, SCOOP, FRISCO EVEN FRONT, SLIP ALSO.

2/3 HOLE FORCE

**FRONTSIDE**

**C**

**G**

**T**

**Y**

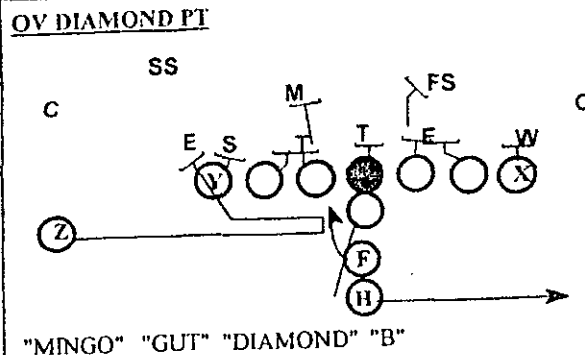
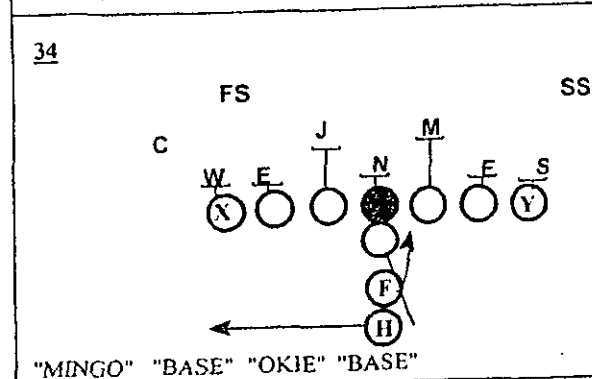
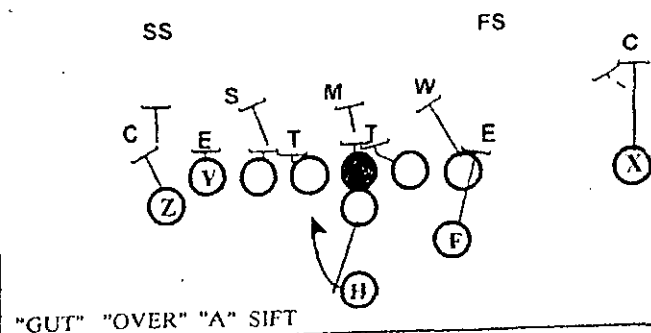
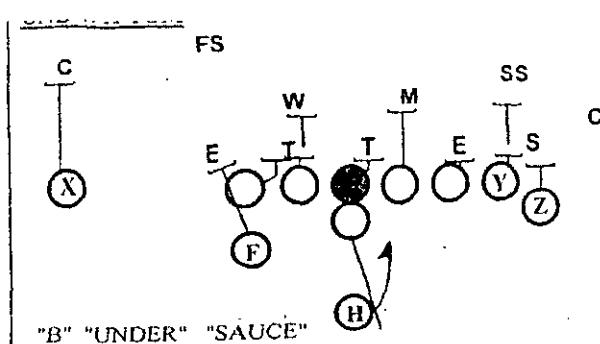
**X/Z**

ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.

ALERT: SLIP, SCOOP.

BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG BLOCK 1-TECH.

2/3 HOLE FORCE



#### DESCRIPTION:

HARD BALL QUICK HITTER, THE LINE IS BASE BLOCKING.

QB

OPEN QUICK AT 6:00 O'CLOCK FOR A GAP MESH. SEE MESH. SELL POCKET PLAY FAKE.

F

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM "WEAK" CUT OFF END.

H

AIMING POINT, PLAYSIDE BUTT CHEEK OF QB FROM "O" RUN WIDE AWAY FROM CALL.

### BACKSIDE

BLOCK #1, ALERT A, B, BASE.

BLOCK #2, ALERT B, MINGO, SIFT.

0/1 FORCE.

### FRONTSIDE

C

BLOCK #0, BASE, ALERT A, ALERT GAP.

G

BLOCK #1, BASE ALERT GAP, GUT, CHIP.

T

BLOCK DE, ALERT GUT.

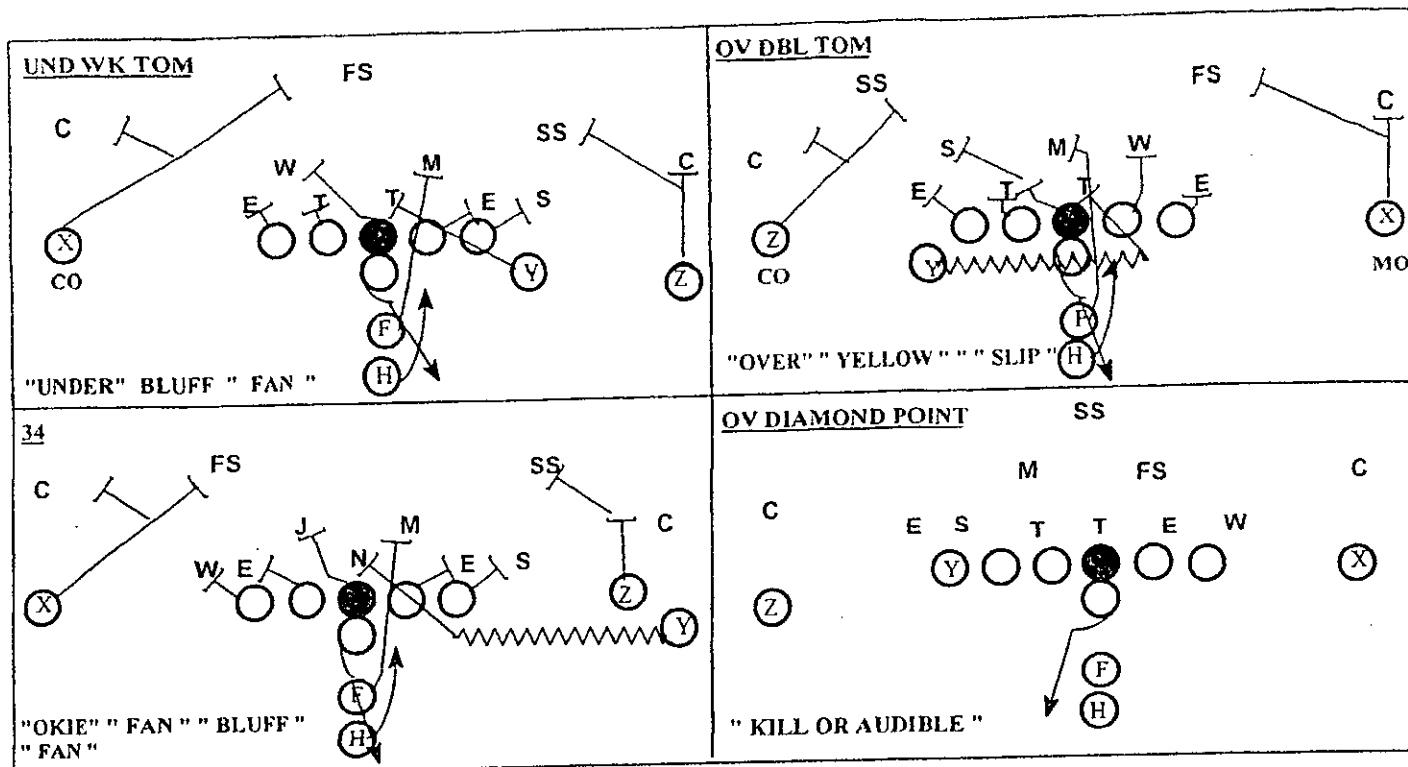
Y

BASE BLOCK DE OR SAM, ALERT SAUCE, MINGO.

X/Z

0/1 FORCE





**DESCRIPTION:**

SEPARATION PLAY USING THE Y AS THE CUTTER, THE FB ALWAYS BLOCKS THE MIKE. O-LINE HAS W & SLB.

**QB**

REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.

**F**

ENTER LIKE BALL CARRIER AND BLOCK MIKE.

**H**

JAB LEAD TOWARD HOLE. READ F BLOCK.

**BACKSIDE**

ODD FRONT: GO AWAY FROM CALL TO WK LB.  
EVEN FRONT: GO TO CALL AND BLOCK SLB.

ALERT: FAN, SLIP, FRISCO AND ORANGE/YELLOW

ALERT: FAN, FRISCO AND SLIP CALLS.

2/3 HOLE FORCE

**FRONTSIDE**

**C**

**G**

ALERT: FAN, ORANGE & YELLOW CALLS OR BASE 3-TECH.

**T**

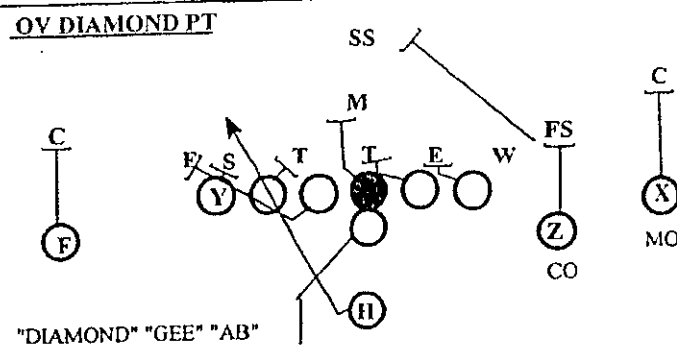
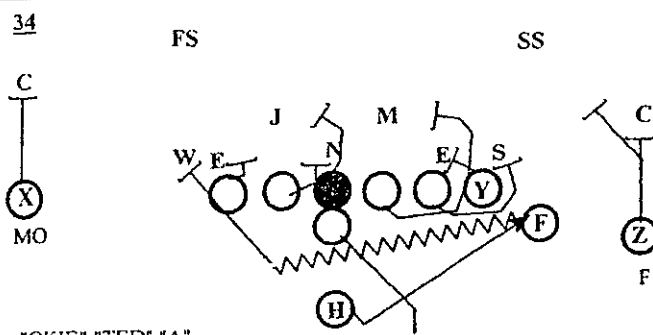
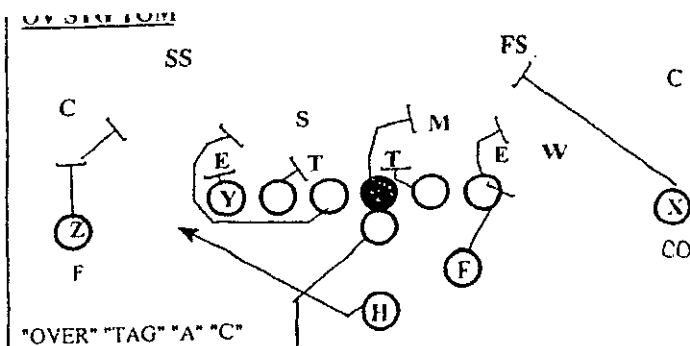
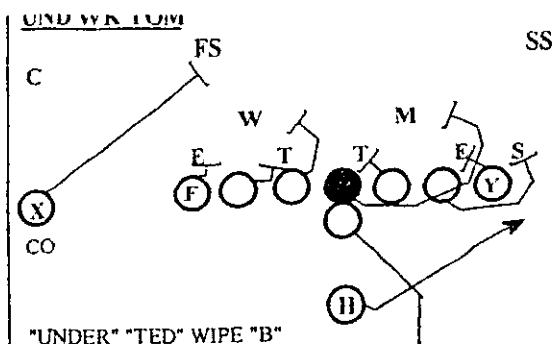
ALERT: FAN OR MAN ON.

**Y**

CUT THE DEFENSE USING BONG TECHNIQUE, 1-TECH OR BACKSIDE DT.

**X/Z**

2/3 HOLE FORCE.



#### DESCRIPTION:

STRONG SIDE 1 BACK SEPERATION PLAY, OFF OF SPRINT ACTION, THIS CAN BE A REGULAR OR SUB RUN.

NOTE: MAY USE ZONE BLOCKING SCHEME ALSO.

QB

OPEN FAST AT 4:00 O'CLOCK (8:00) EXTEND BALL FOR WIDE MESH. SET UP PLAY FAKE MECHANICS.

F

LANDMARK IS B GAP , CUT OFF E.M.O.L.

H

OPEN CROSSOVER, SPRINT 2 YARDS OUTSIDE OF TE, STAY ON HIP OF G, T, READ BLOCK.

### FRONTSIDE

BLOCK #0, ALERT WIPE, A, AB, ORANGE/YELLOW CALLS.

ALERT TAG, TED, WIPE, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, "GEE" CALLS.

8/9 HOLE FORCE.

C

G

CUT OFF #1 ALERT A, AB, SLAP, B CALLS.

T

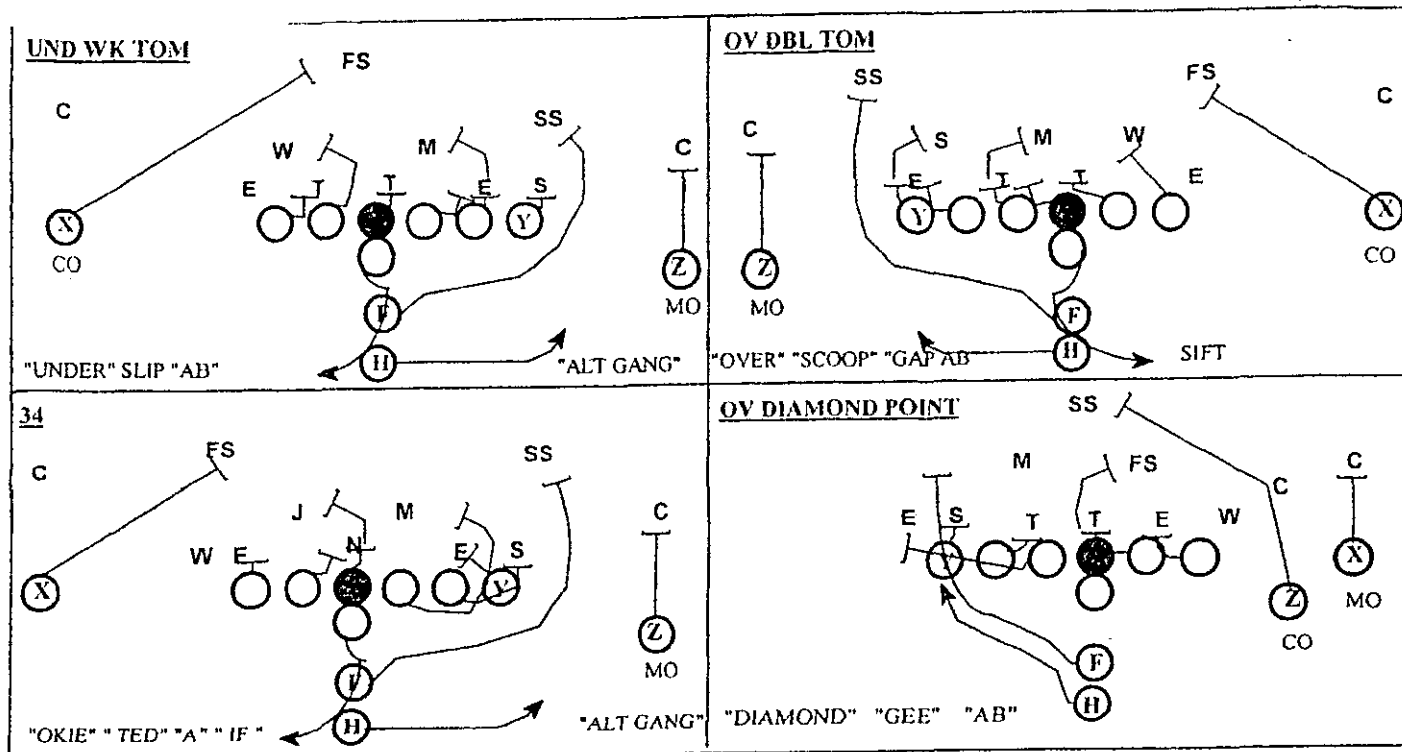
ALERT AB, SLAP, B CALLS

Y

X/Z

CUT OFF

### BACKSIDE

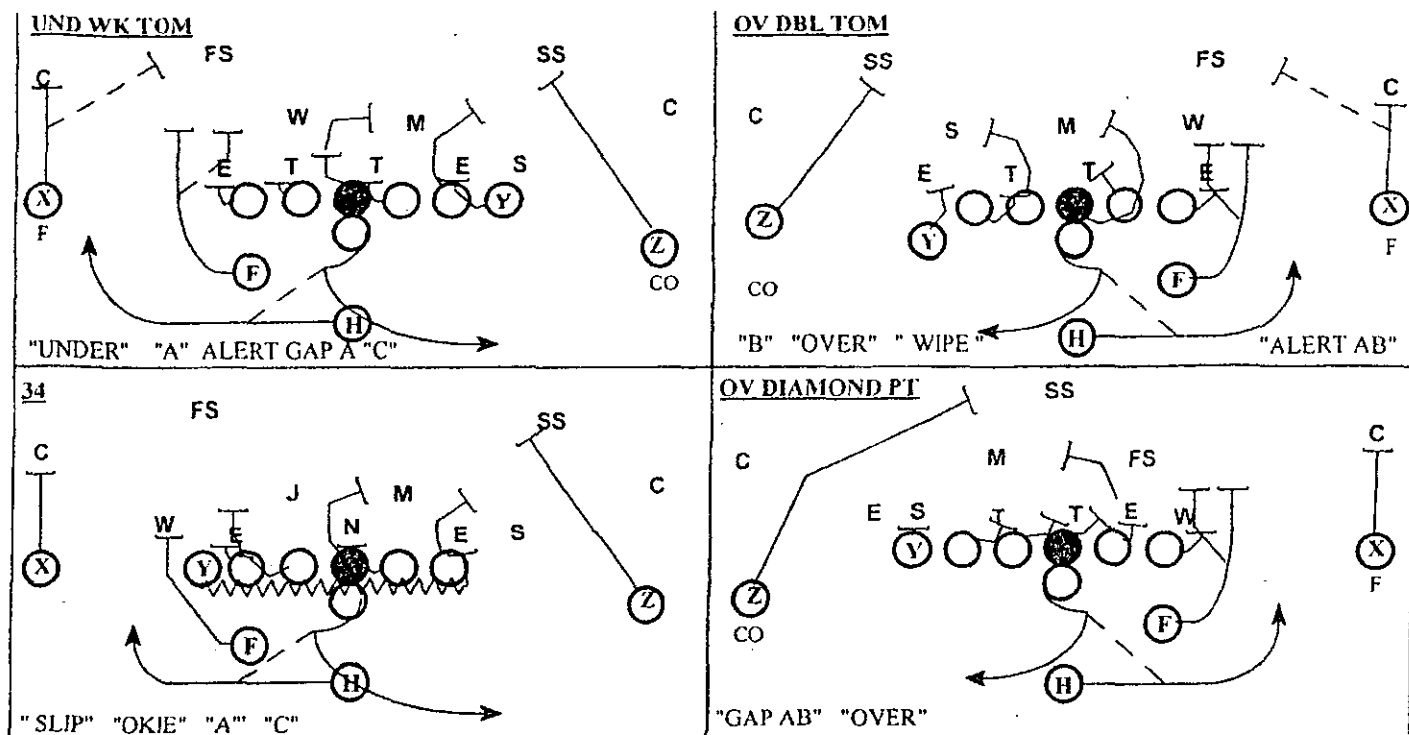


<p><b>DESCRIPTION:</b></p> <p>STRONGSIDE TOSS BOSS PLAY, WE CAN USE ZONE OR "TED" BLOCKING, WE WILL GO BACK 1 VS. FS DOWN.</p>	<p><b>QB</b></p>	<p>REVERSE PIVOT - TOSS BALL TO BALL CARRIER, SEEL NAKED ACTION.</p>
	<p><b>F</b></p>	<p>BLOCK SUPPORT INSIDE OUT.</p>
	<p><b>H</b></p>	<p>OPEN GO, RECEIVE TOSS, STRETCH AND STAY ON HIP OF FB - READ FB BLOCK.</p>

## BACKSIDE

## FRONTSIDE

<p>ALERT AB, GAP A, AB, RIP AND LIZ." HORN CALLS</p> <p>ALERT B, GAP AB, SIFT, RIP AND LIZ.</p> <p>CUT OFF</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>BLOCK #0, ALERT A, AB, GAP, GAP A, RIP AND LIZ, CLIFF CALLS</p> <p>ALERT SLIP, GAP, GAP A, GANG, RIP AND LIZ, TED AND TAG CALLS</p> <p>ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS</p> <p>ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS.</p> <p>MAN ON</p>
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**DESCRIPTION:**

A WEAKSIDE TOSS PLAY WITH BASE BLOCKING.

**QB**

REVERSE PIVOT--TOSS BALL TO BALL CARRIER. SELL NAKED ACTION.

**F**

BLOCK WILL  
\*ALERT WIDE END, OT MAY SIGNAL YOU TO BLOCK END.

**H**

OPEN, SHUFFLE, RECEIVE TOSS RUN A STRETCH COURSE AND KEY EMOL BLOCK.

**FRONTSIDE**

BLOCK #0. REACH BLOCK.  
ALERT GAP, GAP A, A, GAP AB AND WIPE CALLS.

BLOCK #1. REACH BLOCK.  
ALERT GAP, GAP A, SLIP, WIPE AND GAP AB CALLS,

BLOCK DE. REACH BLOCK.  
ALERT SLIP CALLS, VS. WIDE END SIGNAL BACK AND SLIP WITH GUARD.

9 HOLE FORCE.

**C**

**G**

**T**

**Y**

**X/Z**

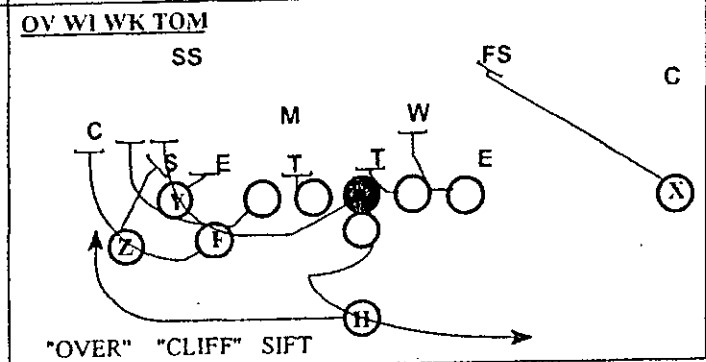
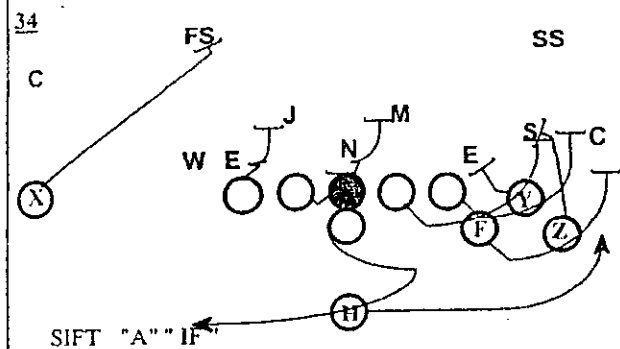
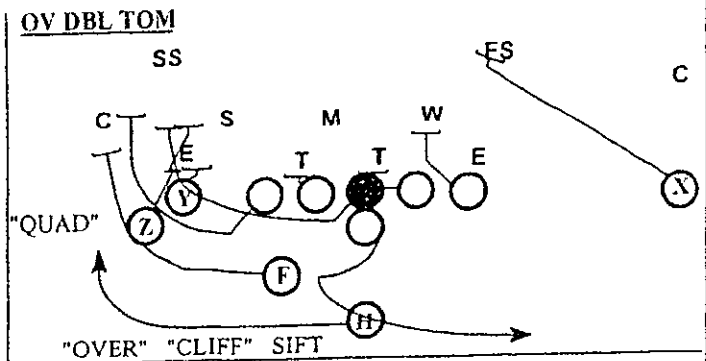
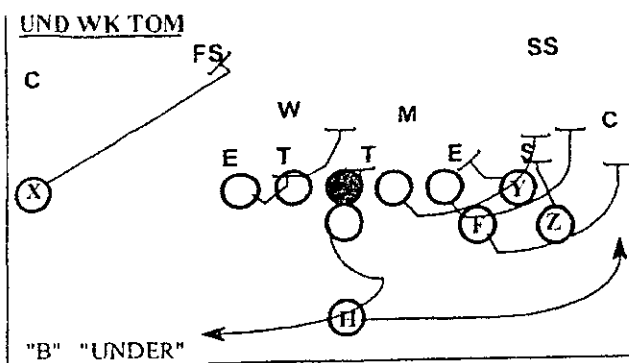
**BACKSIDE**

BLOCK #1. CUT OFF.  
ALERT A, B AB & GAP AB CALLS.

BLOCK #2. CUT OFF.  
ALERT B, AB, C, SUP & GAP AB CALLS.

BLOCK #3. CUT OFF.  
ALERT B, C, SUP CALLS.

CUT OFF (ALERT BOX CALL IN SLOT.)



**DESCRIPTION:**

An outside cut and seal play.

**\*\*WE WANT TO CUT & SEAL THE DEF.\*\***

**QB**

REVERSE PIVOT-TOSS BALL TO BALL CARRIER. SELL BOOT ACTION.

**F**

PULL AND BLOCK 1ST FORCE.

**H**

OPEN GO, RECEIVE TOSS - CHASE F OUTSIDE # ALERT DOWNHILL CUT.

**BACKSIDE**

ALERT: "A", "AB" AND CLIFF CALLS, "B" ALSO.

ALERT: "B" AND SIFT CALLS.

CUT OFF

**FRONTSIDE**

**C**

ALERT: A, GAP, AB AND CLIFF CALLS.

**G**

ALERT: TAG, IF AND YOU CALLS.

**T**

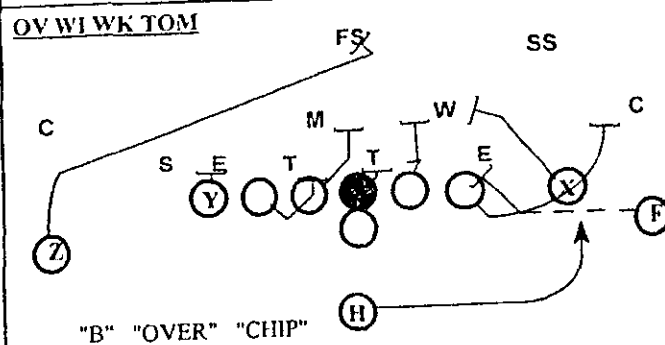
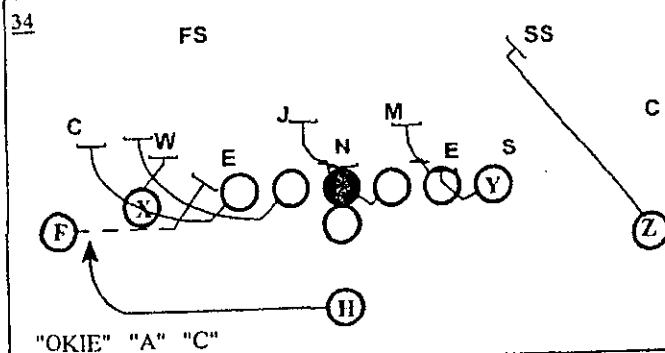
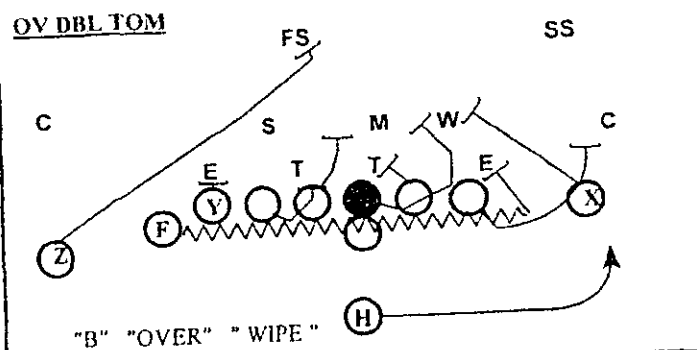
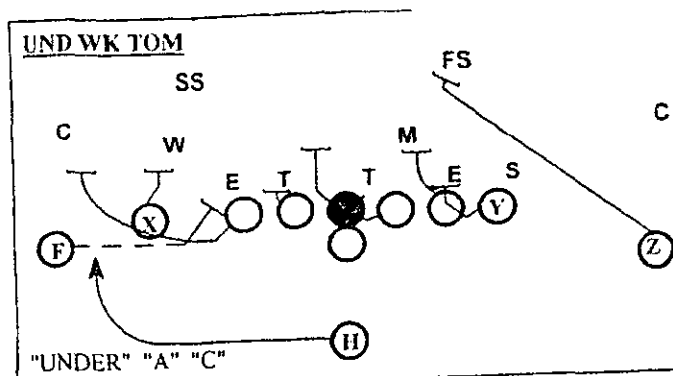
ALERT: YOU CALLS AND TAG CALLS.

**Y**

BLOCK END/ ALT QUAD CALLS.

**X/Z**

BLOCK 1ST MAN INSIDE AT SNAP. ALERT: QUAD.



**DESCRIPTION:**

CUT AND SEAL THE DEFENSE FROM A 2X2 FORMATION.

**QB**

REVERSE PIVOT--TOSS BALL TO BALL CARRIER. SELL BOOT ACTION.

**F**

MOTION CRACK EMOL

**H**

OPEN, CROSSOVER PARALLEL TO LOS, ACCEPT TOSS, STRETCH CORNER. CHASE TACKLE OUTSIDE #.

**FRONTSIDE**

**BACKSIDE**

ALERT: A, GAP A, CLIFF AND WIPE CALLS.

ALERT: YOU, TAG, GAP AND WIPE CALLS, CHIP CALL ALSO.

ALERT: TAG, YOU CALL, PULL FOR FORCE

BLOCK 1ST MAN OUTSIDE F'S BLOCK.

**C**

**G**

**T**

**Y**

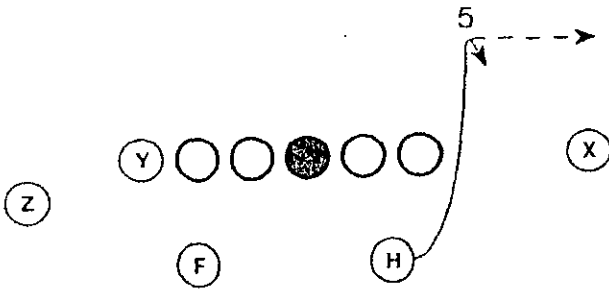
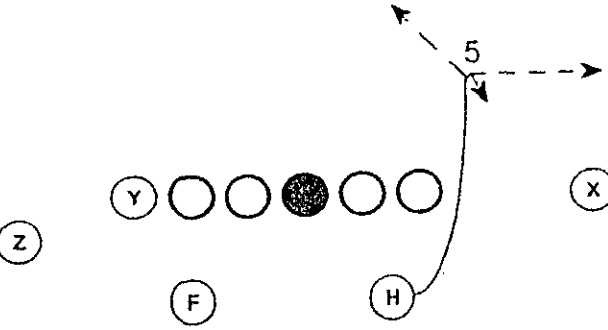
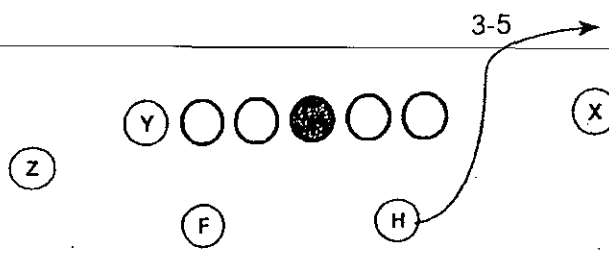
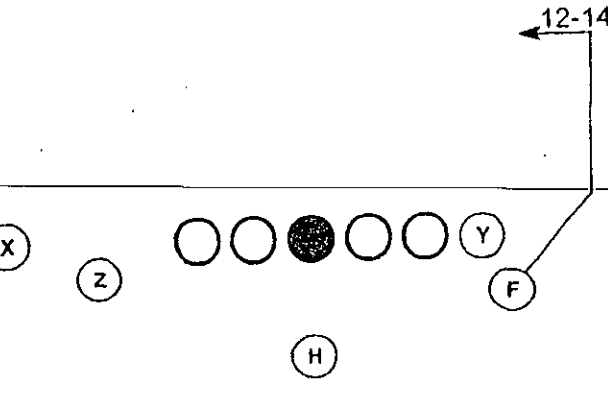
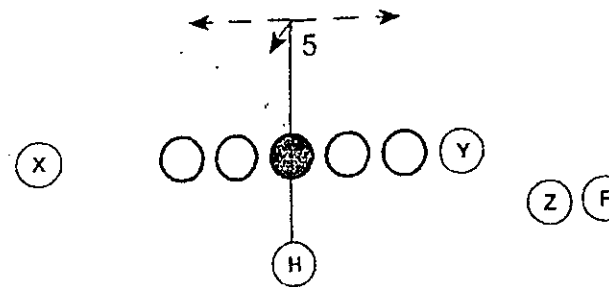
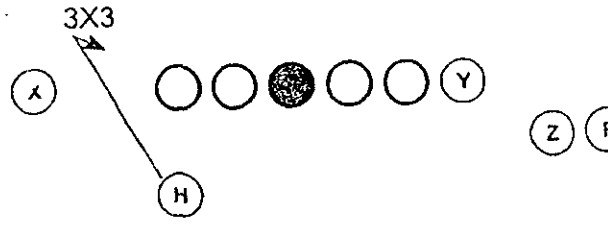
**X/Z**

ALERT: A, GAP A, B AND CLIFF CALLS.

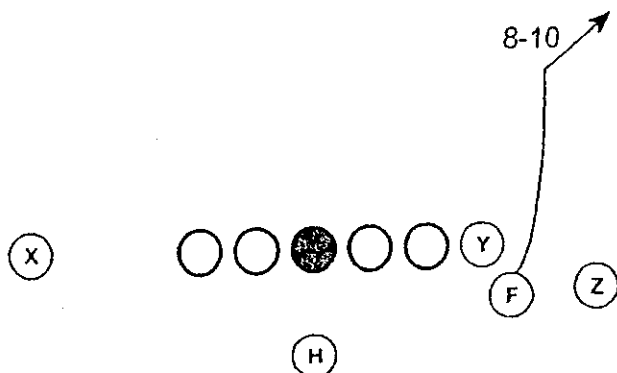
ALERT: B, SIFT AND C OR SUP CALLS.

ALERT: C, SUP OR CUT OFF.

CUT OFF

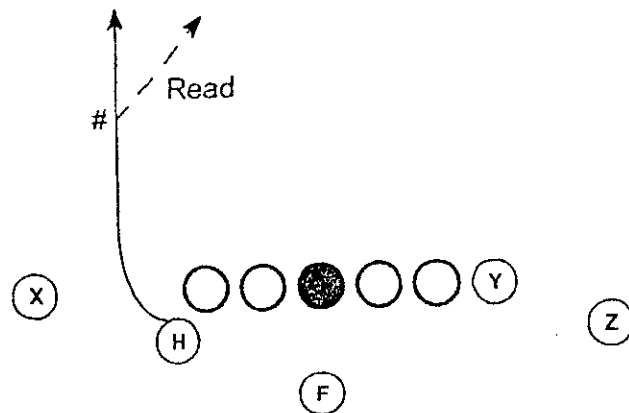
<p>READ</p>  <p>Arc release outside OT. Vertical stem to a break point at 5 yards depth. Turn outside vs. Zone and stay on move vs. Man.</p>	<p>CHOICE</p>  <p>Arc release outside OT. Vertical stem to a break point at 5 yards depth. Turn outside vs. Zone. Vs Man, break outside or beat him across face.</p>
<p>FAN</p>  <p>Arc release outside OT. Vertical stem to a break point at 3-5 yards depth, speed cutting outside.</p>	<p>DEEP IN</p>  <p>Gain some width, vertical to 12-14 yds and break flat</p>
<p>OPTION</p>  <p>Release through LOS, if Man make a break at 5 yards to either side. If Zone, hook it up.</p>	<p>CHK STOP</p>  <p>Check outside to a spot 3 yards outside TE or OT and 3 yards deep. Always turn inside.</p>

## FLAG



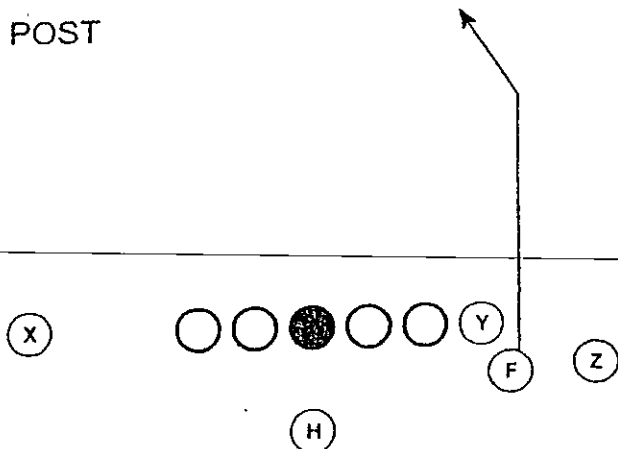
Verticle stem to a break point of 8-10 yards depth. Foot press at 8-10 and break for sideline on a 45 degree angle. Think of foot press as accelerator.

## SEAM



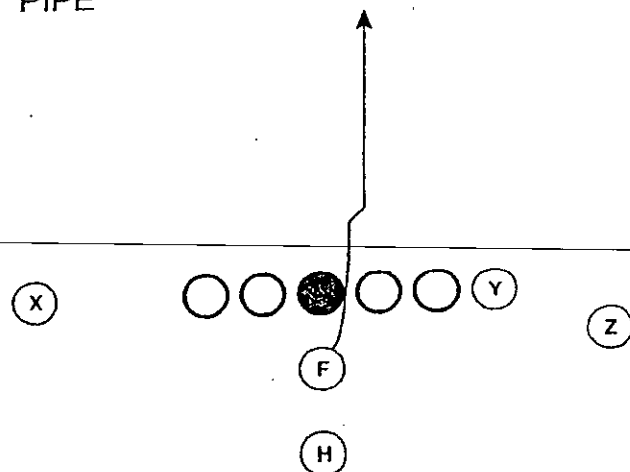
Outside release working to inside edge of #'s.

## POST



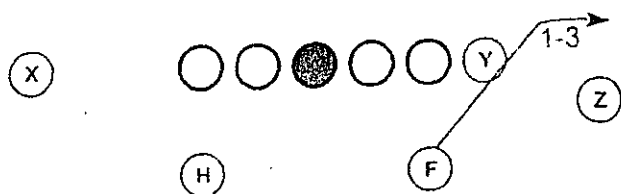
Release slightly outside TE or OT. Verticle stem to a break point of 10 yards depth. Foot press at 10 and break for center of goal post. Think of foot press as an accelerator.

## PIPE



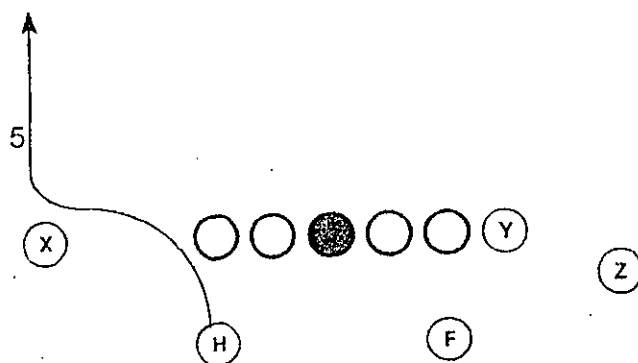
Release through LOS, avoid LB'er to outside, let ball bring you to the middle.

## DIAGONAL



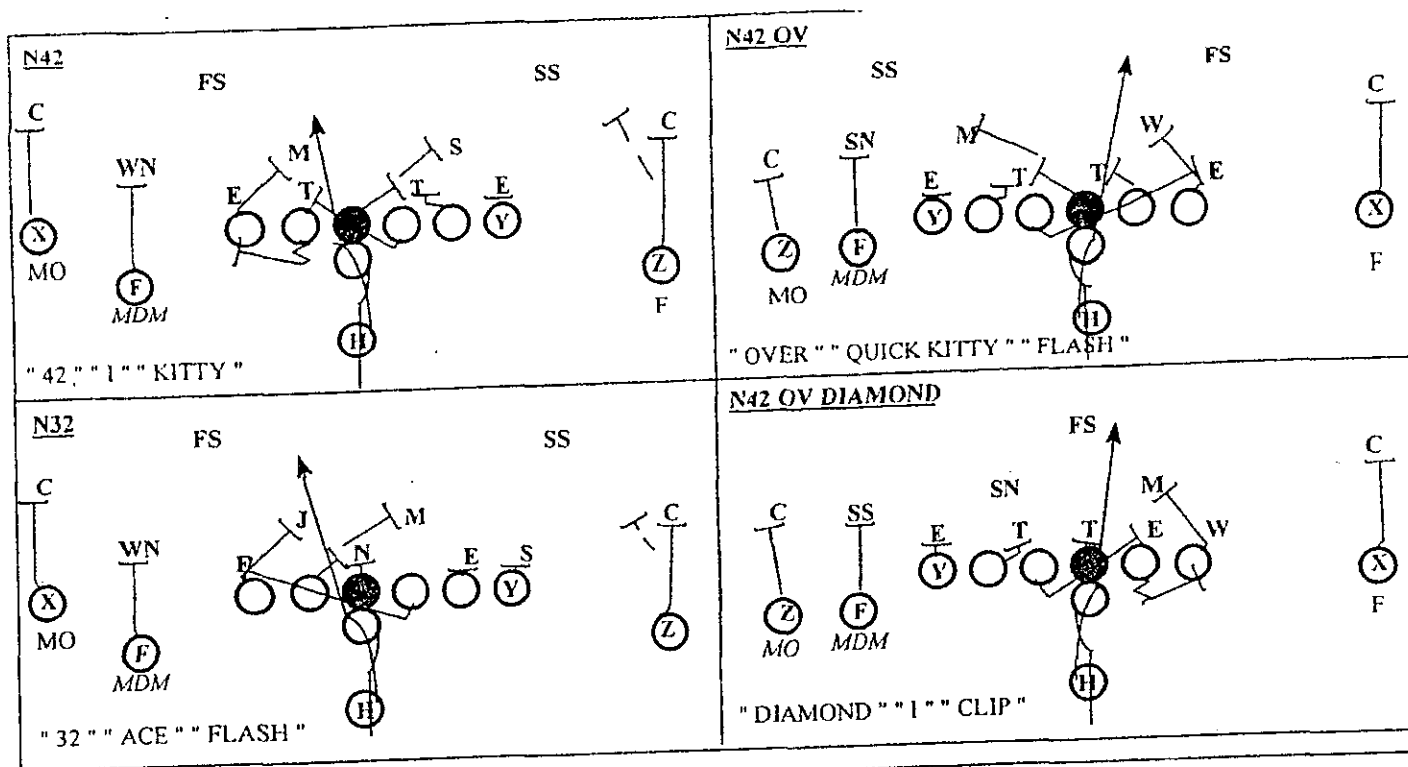
Sprint outside for a spot 1-3 yds deep and 3yds from sideline.

## WHEEL



Start initially on a diagonal route, look back at QB, then turn up field 5 yards from sideline.





**DESCRIPTION:**

Weak side Quick Trap with Influence Blocking.

**QB**

Butt to hole, Matadore Tech. Set up pocket play fake.

**F**

MDM OUTSIDE OF BOX

**H**

Cheat up, aiming point opposite butt cheek of playside call.

**BACKSIDE**

Pull and trap 1st down lineman vs. OT Bubble - 3 Tech vs. OG Bubble = End

Alert Kitty, Mingo, C, Clip or Jump through by game plan.

Block Man on, Alert C, Out calls.

Force

**C**

Block #0, Alert back, Quick, Kitty, Ace.

**G**

Influence vs. OT Bubble, Alert Ace, Quick calls.

**T**

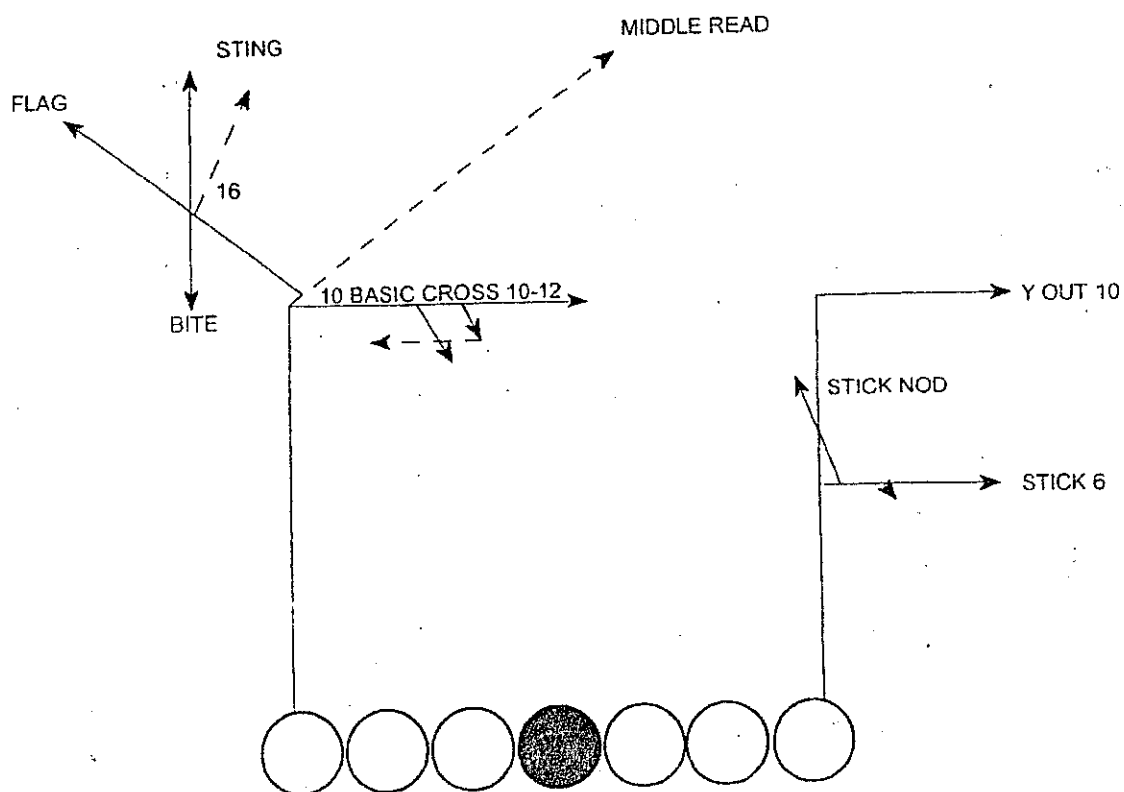
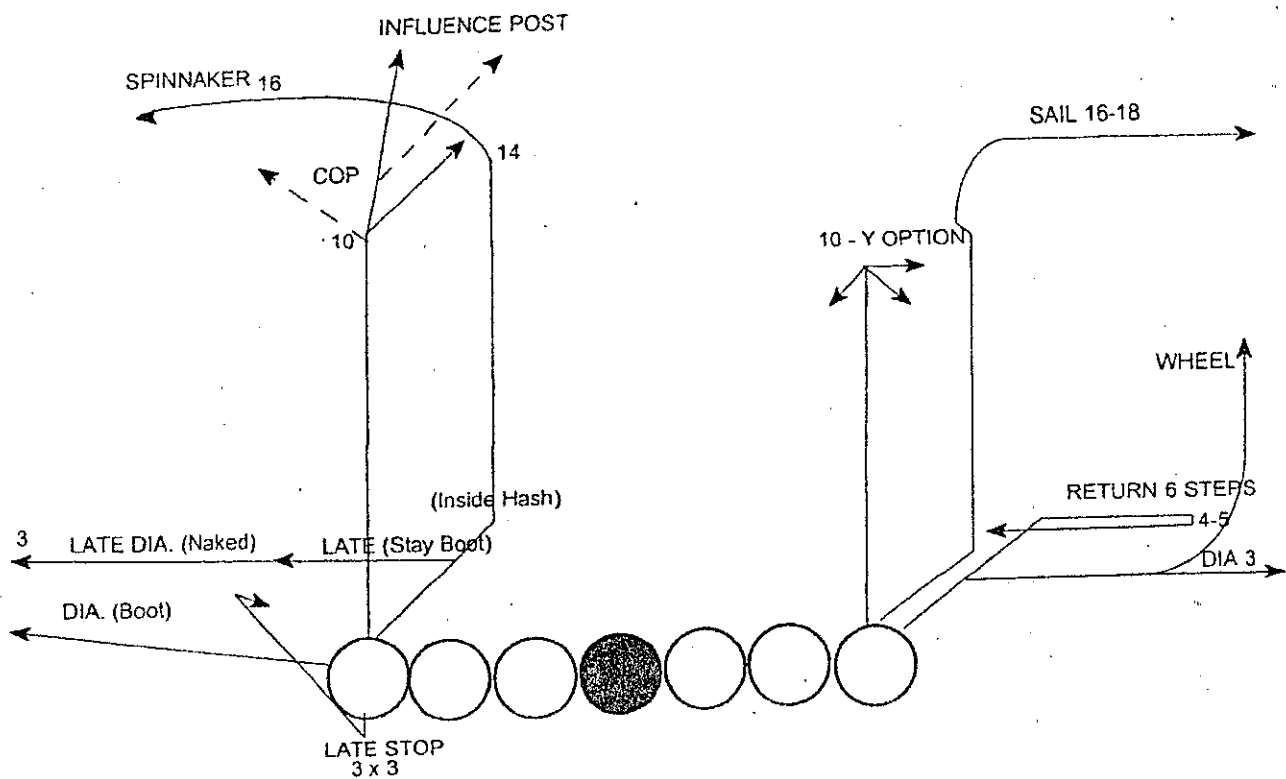
Flash DE to 1st Bubble Backer, Stay low and flat, run through the block.

**Y**

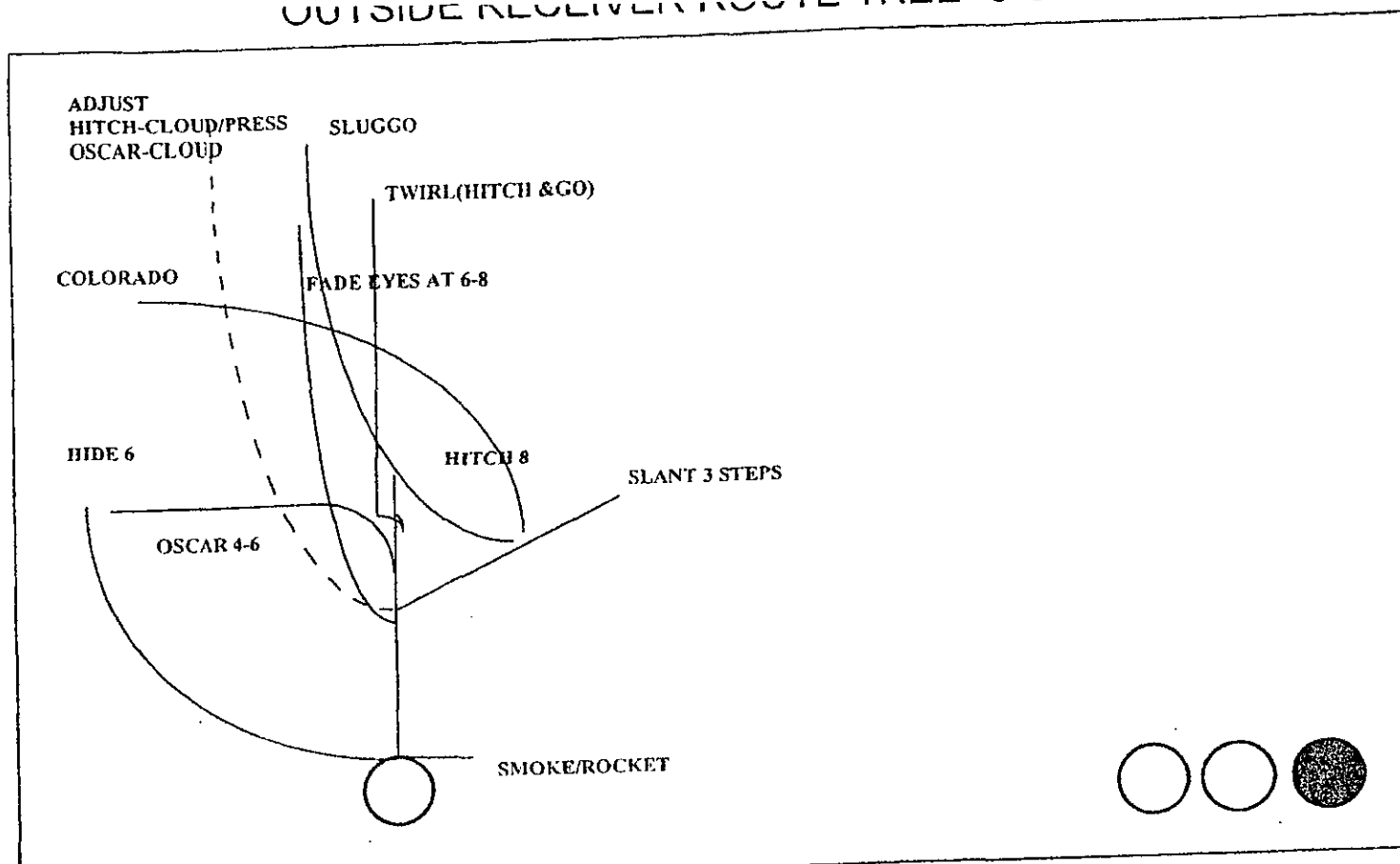
**X/Z**

Force

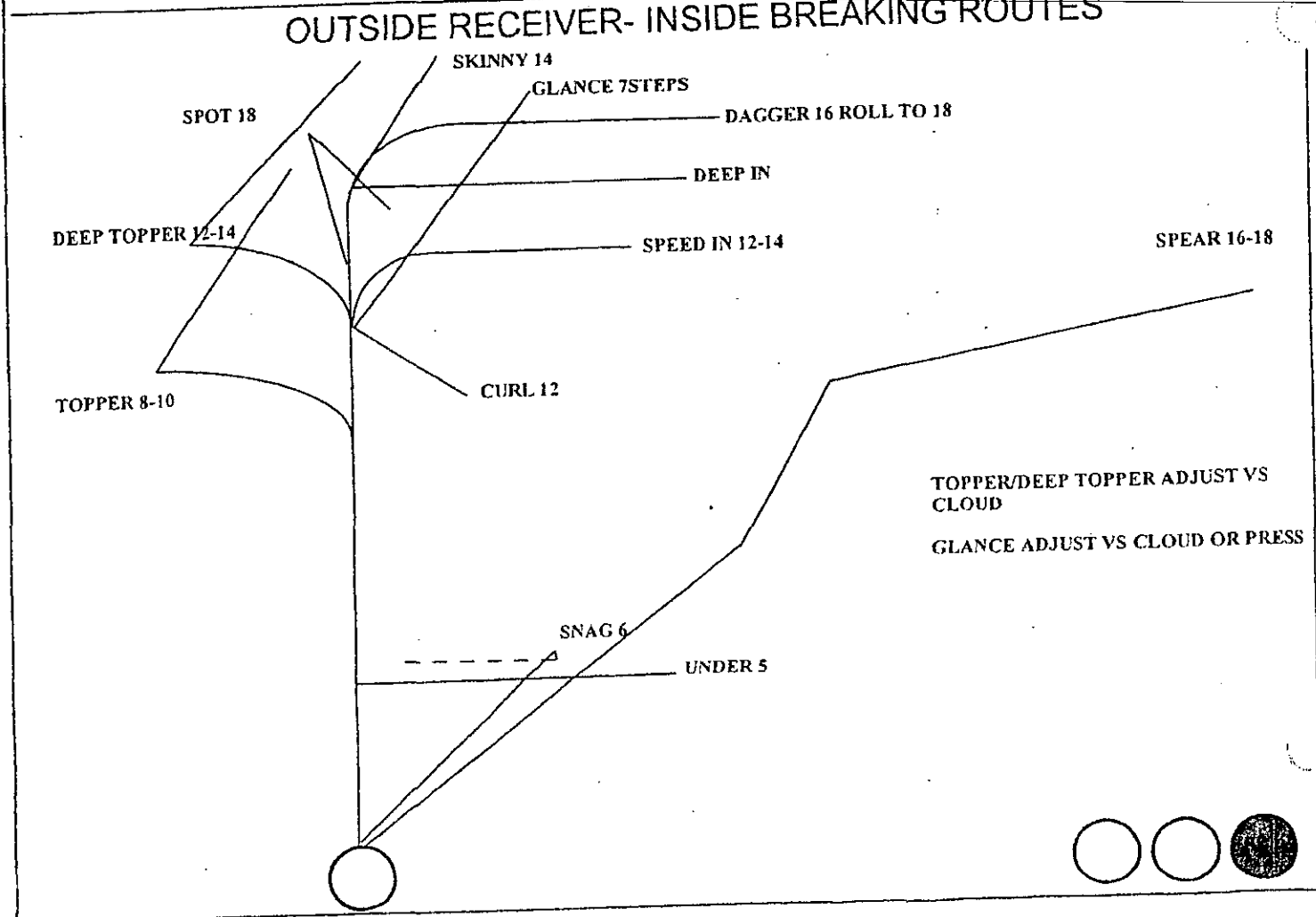
**FRONTSIDE**

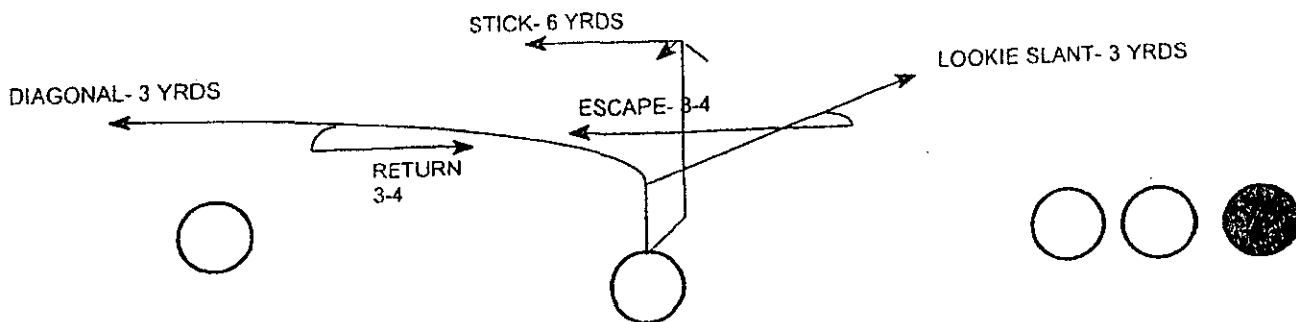


# OUTSIDE RECEIVER ROUTE TREE

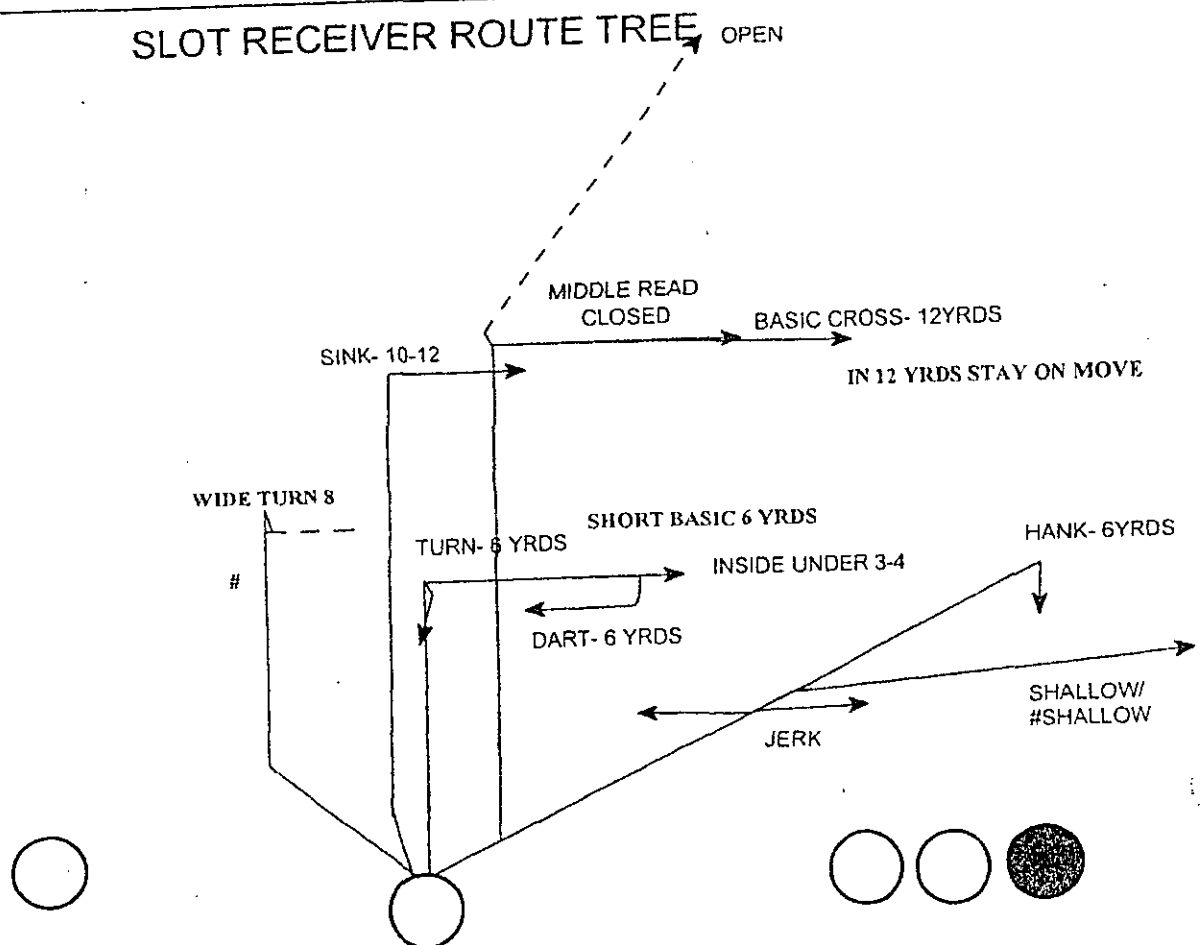


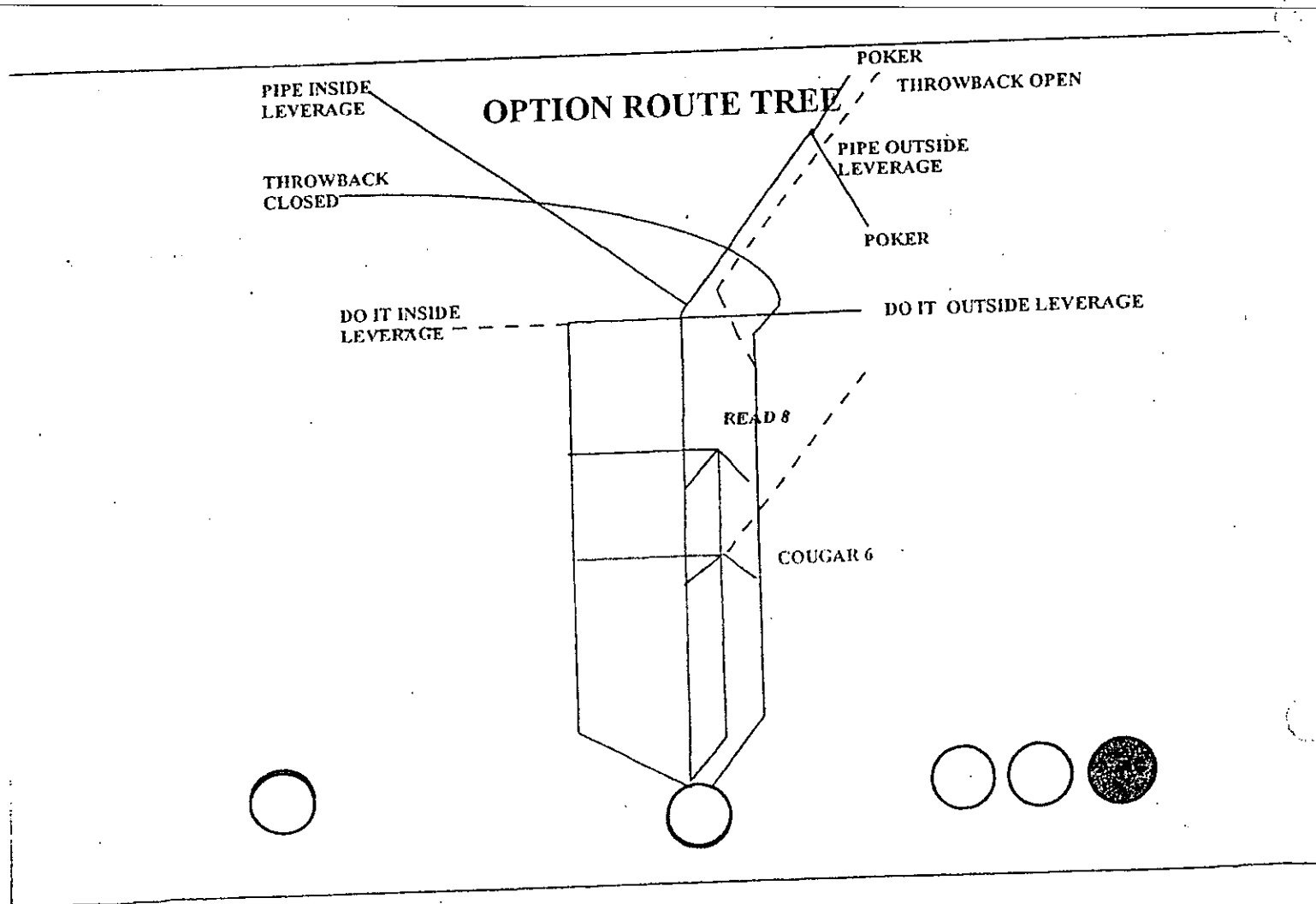
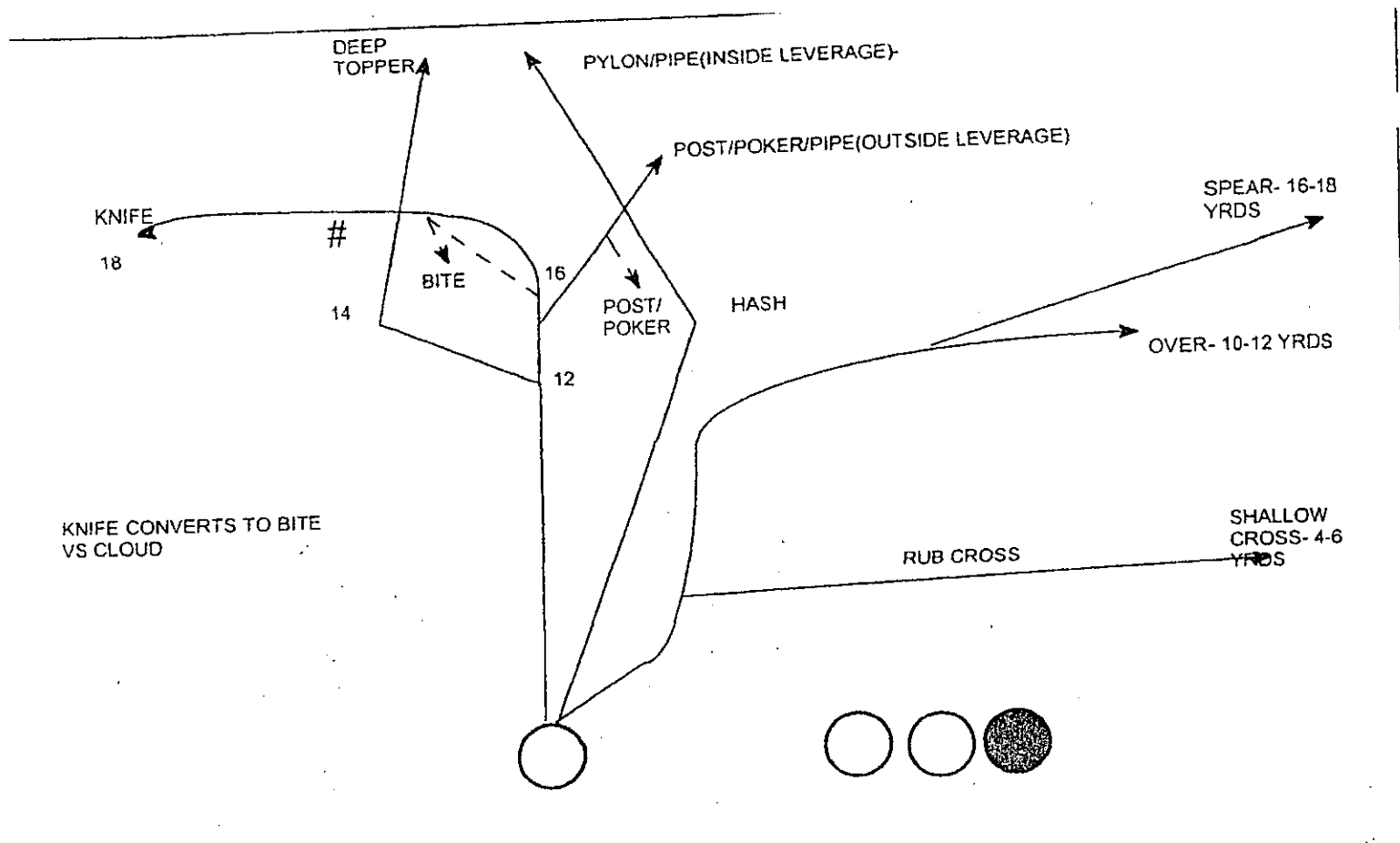
# OUTSIDE RECEIVER- INSIDE BREAKING ROUTES

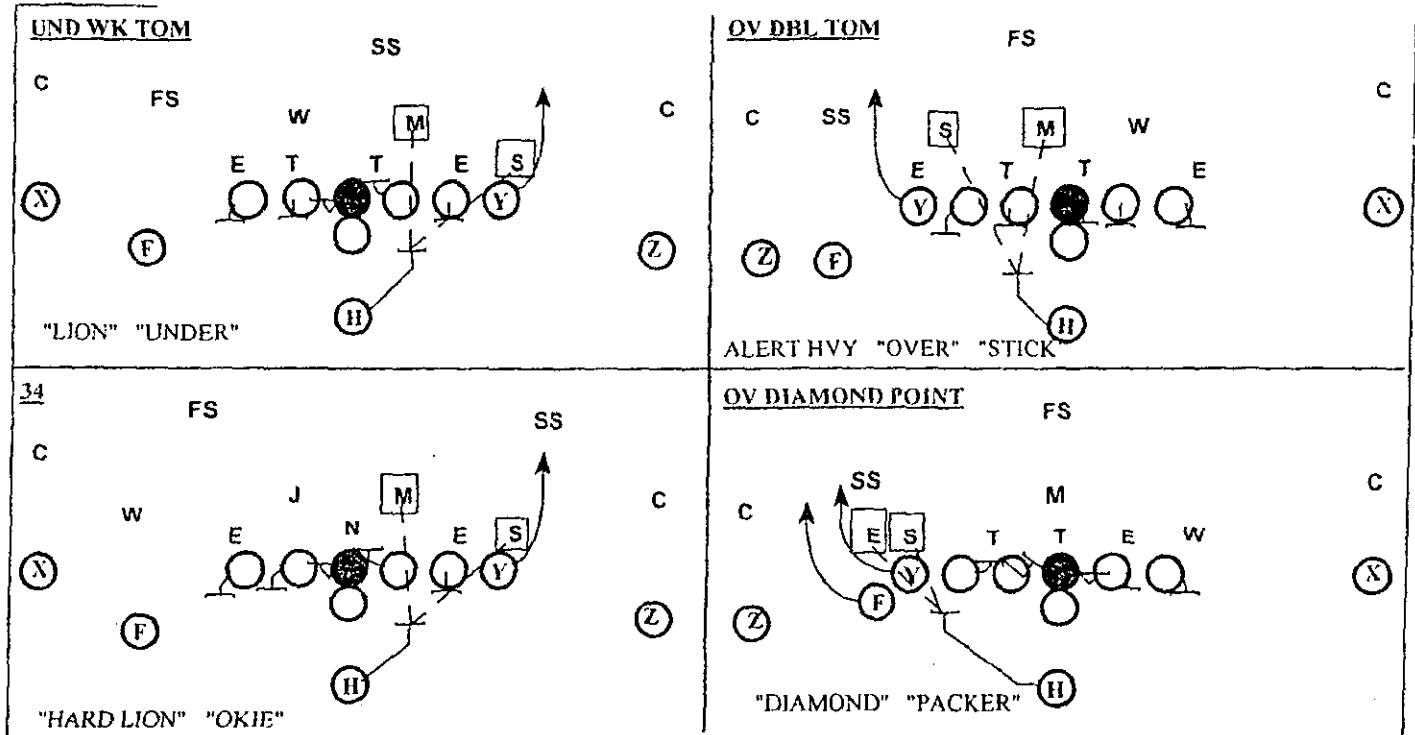




## SLOT RECEIVER ROUTE TREE







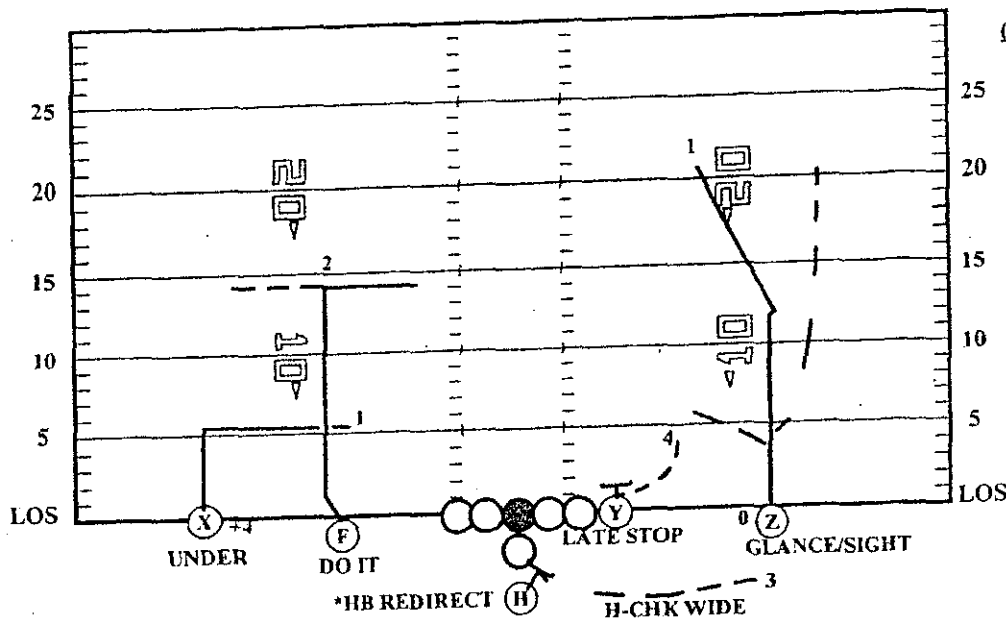
<p><b>DESCRIPTION:</b></p> <p>This is a Weakside Slide away from the TE, with the line accounting for the Will. The HB has a Dual Read from Mike to Sam. If a LB does not rush he is free to release. The TE is the Hot, when Mike &amp; Sam rush.</p>	<p><b>QB</b></p> <p>5-7 step drop on 52 (53), Slide Protection Weak. Remaining Back Dual Read Strong. TE will handle Hot if it is not built in. (Hot off of S/M.)</p>
<p>52 (53) is a 5-7 step drop pattern. QUICK 52 (53) is a 3-step drop pattern.</p>	<p><b>F</b></p> <p>Free Release</p> <p><b>H</b></p> <p>Block Mike to Sam to SS, Alt Hvy, Poss. Re-direct for FS Blitz</p>

## BACKSIDE

## FRONTSIDE

<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls. Alert new mike, Lucky/Ringo calls.</p> <p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls. Alert new mike, Lucky/Ringo calls.</p>	<p><b>C</b></p> <p>Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo, Stick &amp; Packer calls. CP: new mike with Slot not topped.</p> <p><b>G</b></p> <p>Block Man On or Inside on LOS. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; HVY calls.</p> <p><b>T</b></p> <p>Block DE. Alert Packer.</p> <p><b>Y</b></p> <p>Release into route. Hot Off Sam &amp; Mike Alt new mike, Hot off S/SS</p>
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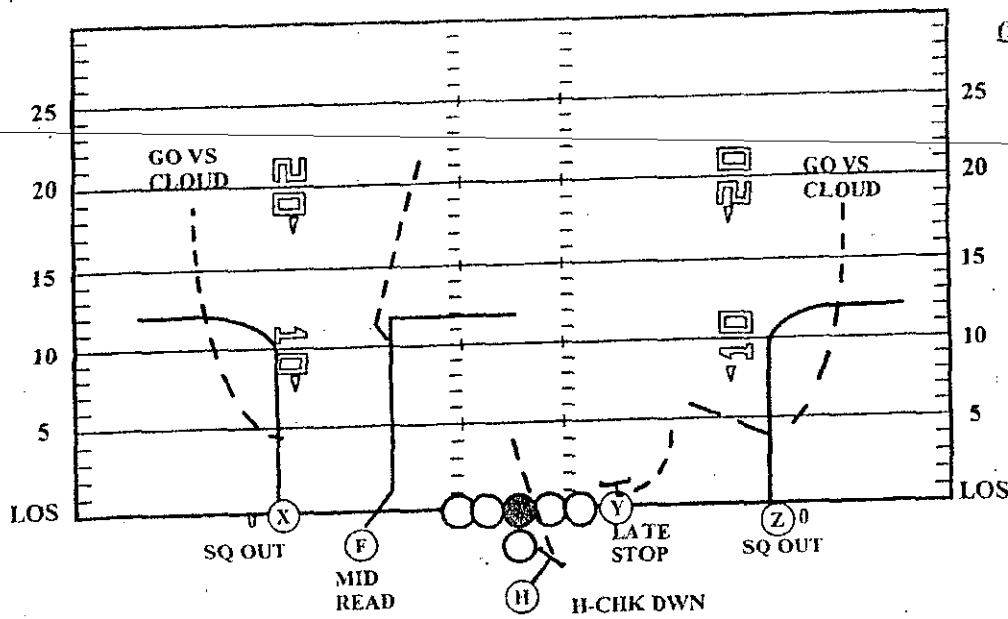




(REG/DET/HALF)-0 HALF

-50 GLANCE/ F DO IT

-DO IT -  
OUTSIDE RELEASE TO 14  
READ DEFENDERS  
LEVERAGE, BRK OUT OR IN

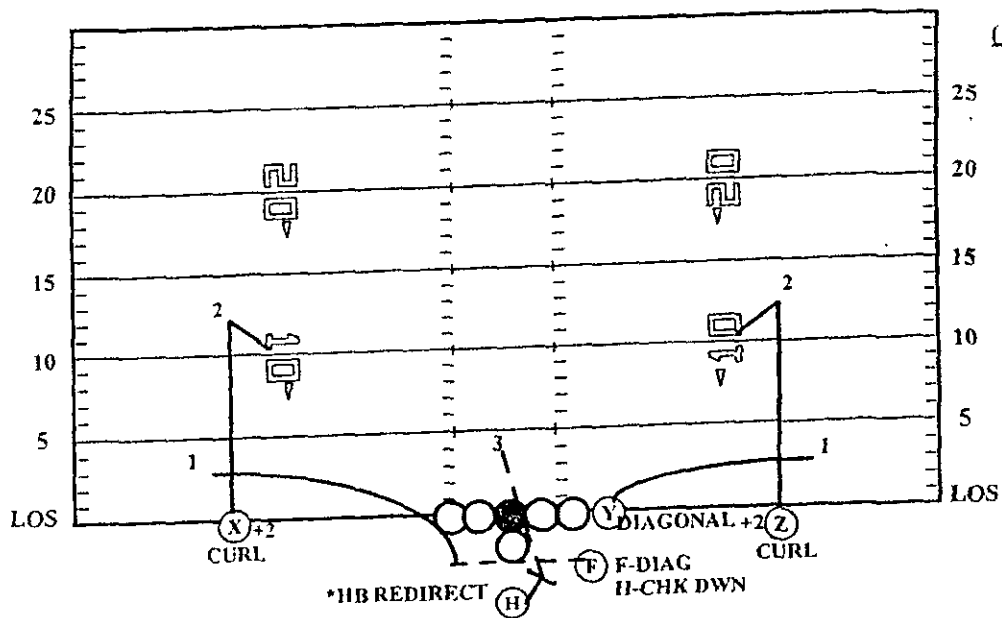


(DET/HALF)-0 HALF

-50 DOUBLE SQUARE OUT

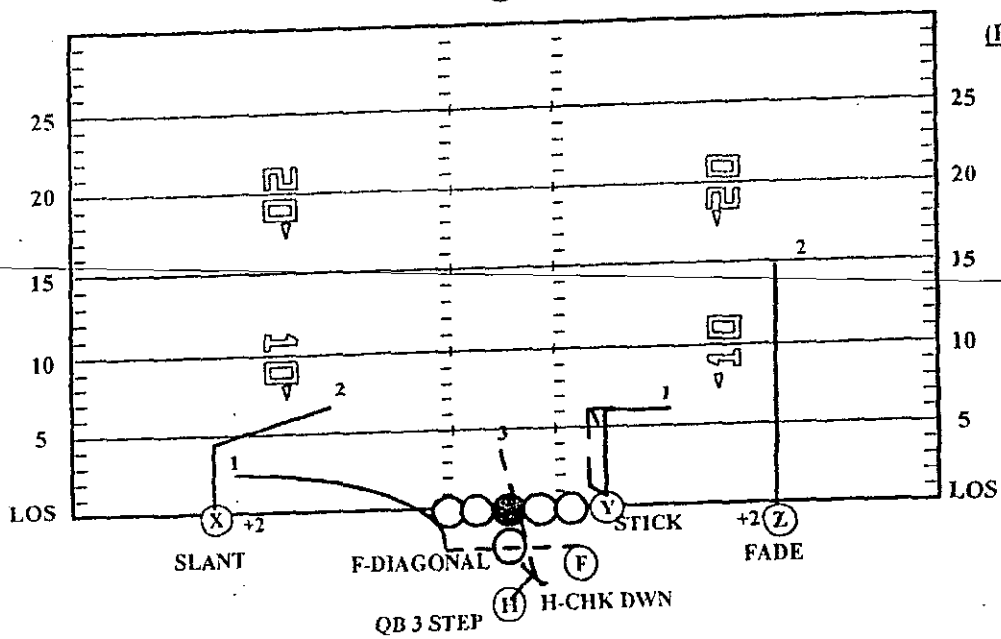


**(QUICK) 52 PASSES**



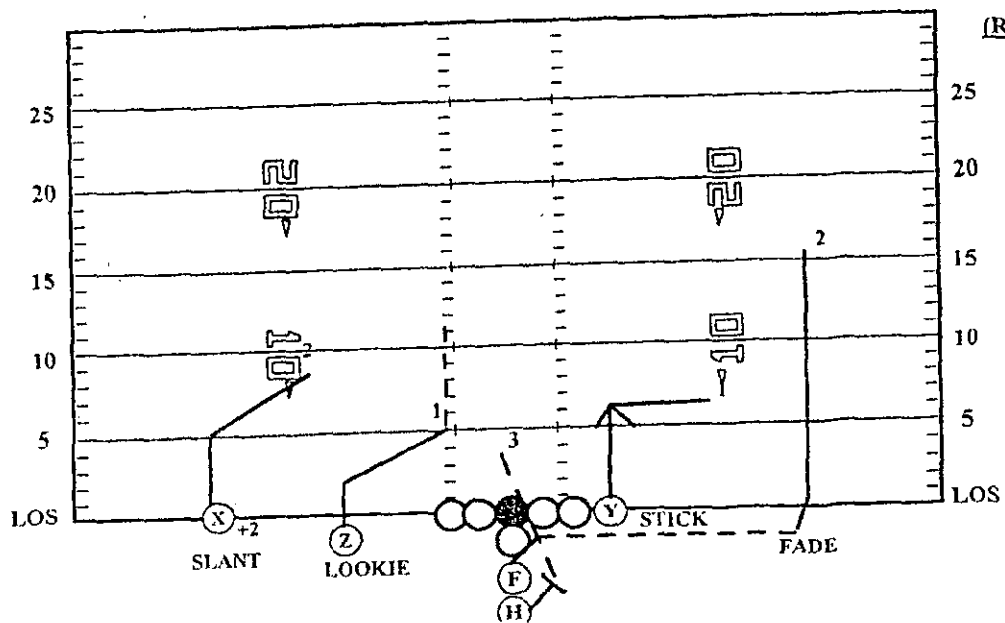
(REG/DET)-0 STRONG FAX

-52 HARRY



(REG/DET)-0 STRONG FAX

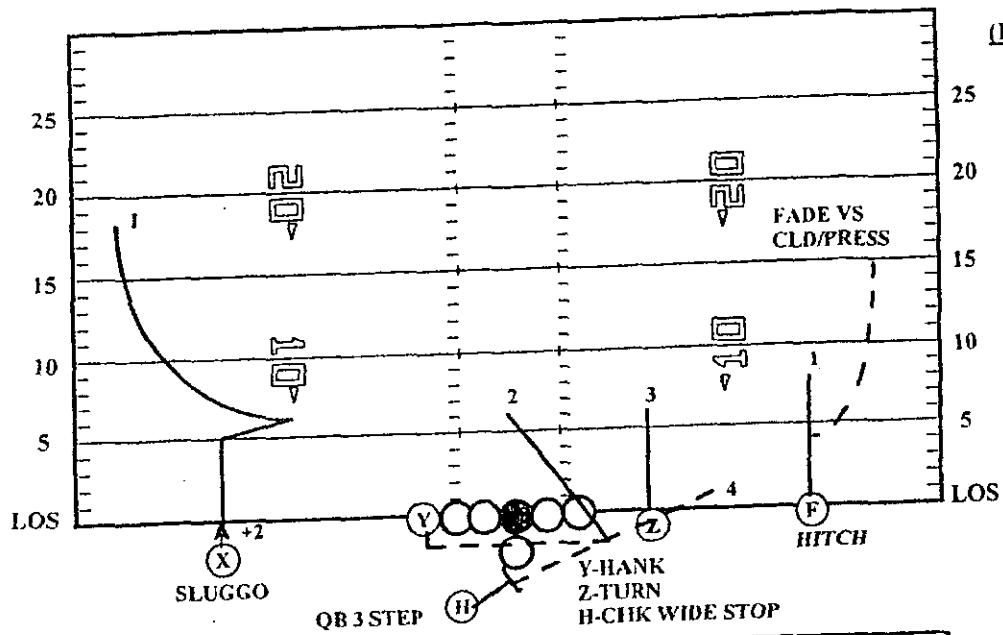
-QK 52 OHIO/D SLANT



(REG/DET/HALF)-O SLOT FAT

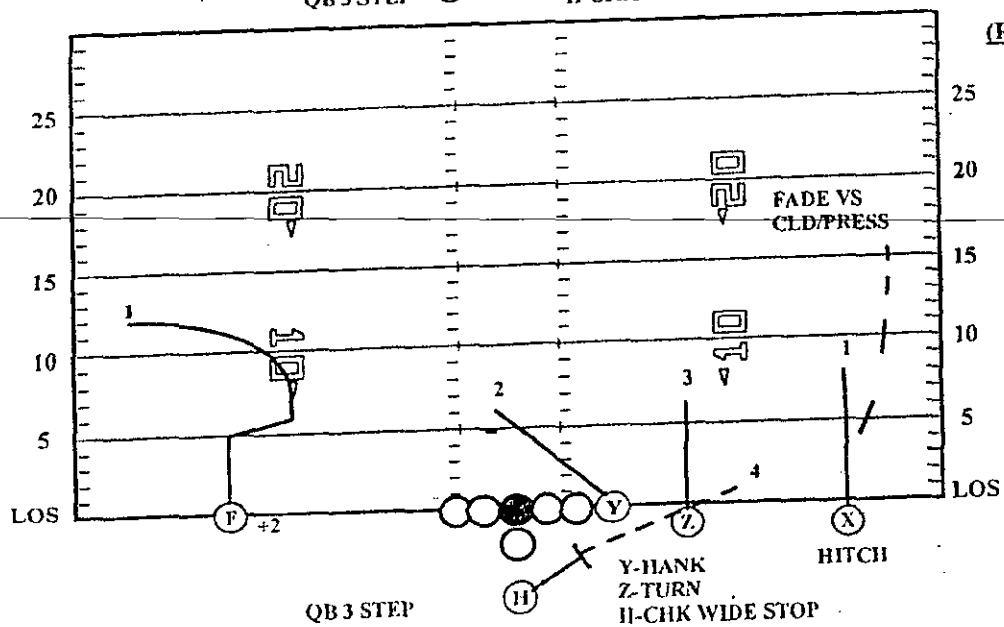
-QK 52 OHIO / TOSSER

**QUICK 52**



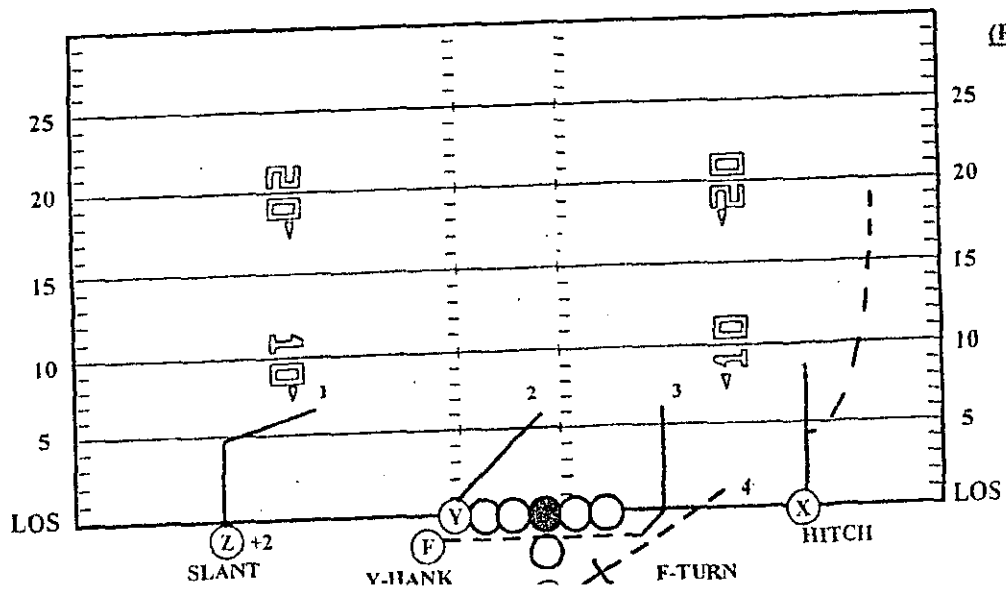
(REG/DET/HALF)-YAC 0 OUT

-QK 52 CAROLINA X SLUGGO



(REG/DET/HALF)-EAGLE RT

-QK 52 CAROLINA  
F COLORADO



(REG/DET)-1 FLOOD FAC

-QK 52 CAROLINA Z SLANT

# PROTECTION: 62(63) PR0

# DUAL READ STRONG

<p><b>UND WK TOM</b></p> <p>FS SS</p> <p>"ALERT HVY" "UNDER" "SORT"</p>	<p><b>OV DBL TOM</b></p> <p>SS FS</p> <p>"OVER" "LION"</p>
<p><b>34</b></p> <p>FS SS</p> <p>"FAN" "OKIE" "SORT"</p>	<p><b>OV DIAMOND POINT</b></p> <p>SS</p> <p>"DIAMOND" "BIG DUAL" ALERT SQUEEZE "TAMPA"</p>

## DESCRIPTION:

This is a strongside Dual Read allowing the FB to free release. The HB's blocking responsibility is the Will. With some 3-4 fronts it is Jack. If the LB does not dog he has a free release. The strongside guard, if uncovered, has a Sort with the ONT from the Mike to Sam or any blitzing DB. The TE is usually the Hot when we have one more rusher than we do protectors to the strongside. He could be hot off Sam or both Mike and Sam.

62 (63) is a 5-step drop pattern.  
QUICK 62 (63) is a 3-step drop pattern.

**QB**

5-7step drop on 62 (63).  
Strongside Dual Read. Alert Hot strongside, blitz sight adjust weakside. Y handles Hot if it is not built in.

**F**

Free Release, Possible Hot. by pattern.

**H**

Block Will to FS, Alert Tampa & HVY calls , ALT 5.0.

## BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## FRONTSIDE

**C**

Block #0 to Mike.  
Alert Hole, Zone, Ram/Lion.

**G**

Block #1. If #1 is the MLBer Fan Dual MLB to DE.  
Alert Hole, Ram/Lion, Fan, Sort & Squeeze calls.

**T**

Block #2. If #2 is a LBer Big Dual.  
Alert Ram/Lion, Fan, Sort & Squeeze calls.

**Y**

Release into route. Alert possible Hot by pattern.

# PROTECTION: 60 (61) BOOM

# DUAL READ WEAK

<p><u>UND WK TOM</u> FS</p> <p>"BIG DUAL" ALT SQUEEZE "UNDER" "ZONE" AL SWOOP</p>	<p><u>OV DBL TOM</u> FS</p> <p>"HANG" ALERT SQ/SWOOP "OVER" "LION" "BIG DUAL"</p>
<p><u>34</u> FS SS</p> <p>"SORT" "OKIE" "ZONE" ALERT SWOOP</p>	<p><u>OV DIAMOND POINT</u> FS</p> <p>"DIAMOND" "HANG" AL SQ/SWOOP "BIG DUAL" AL SQ</p>

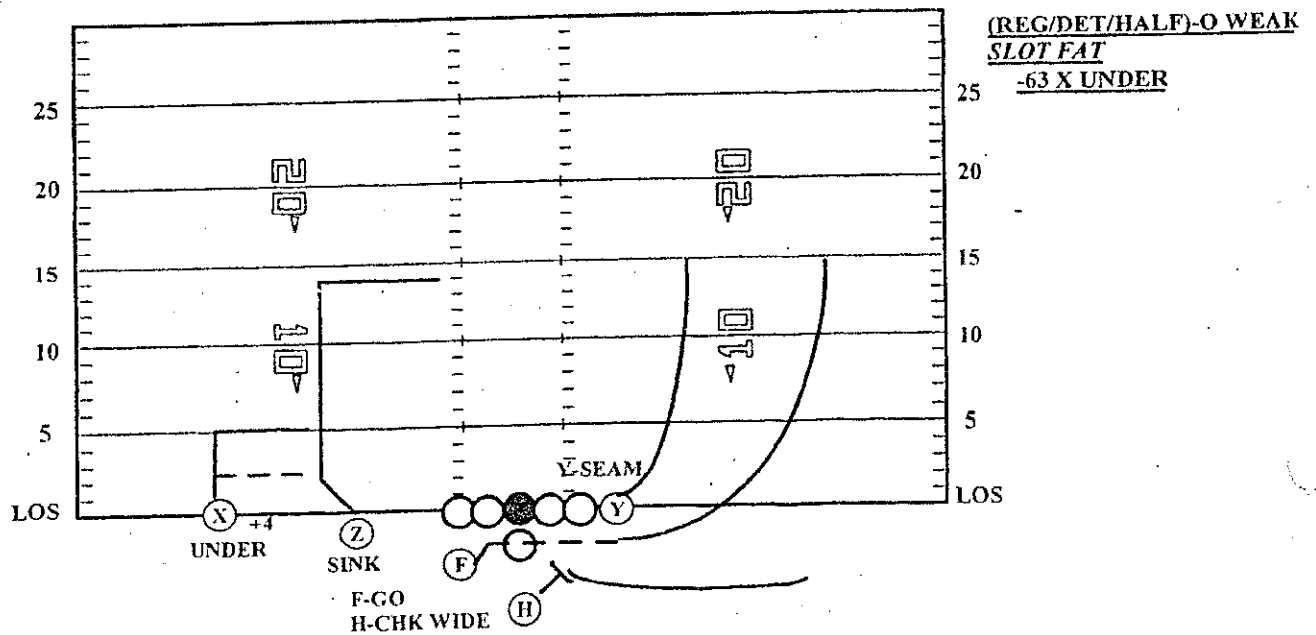
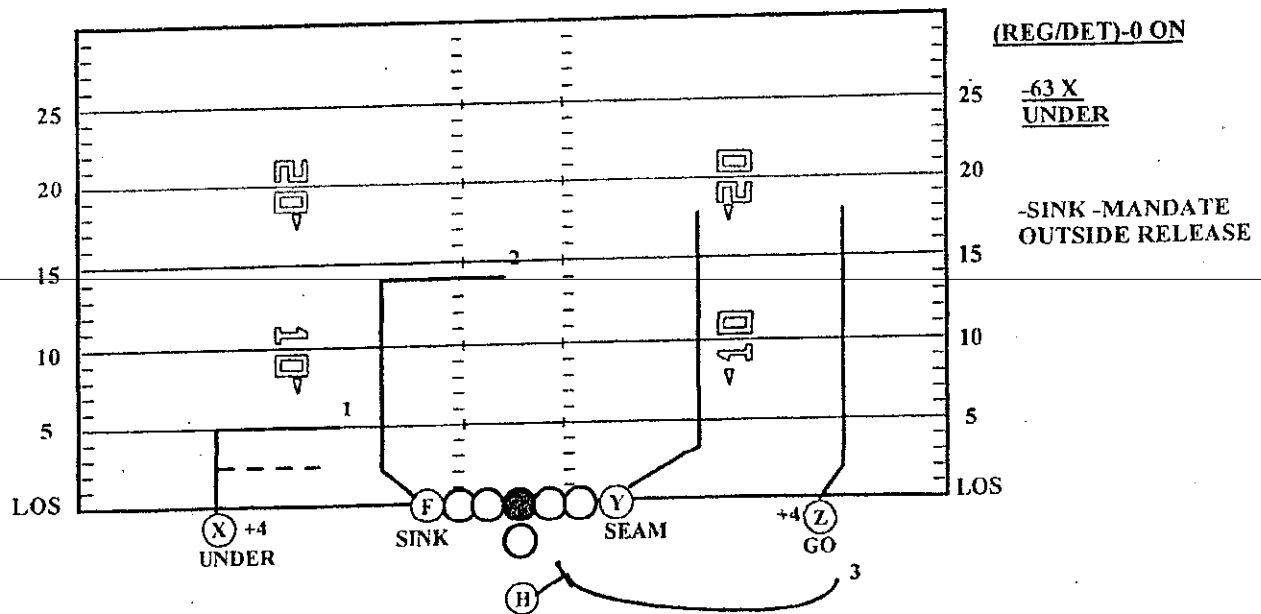
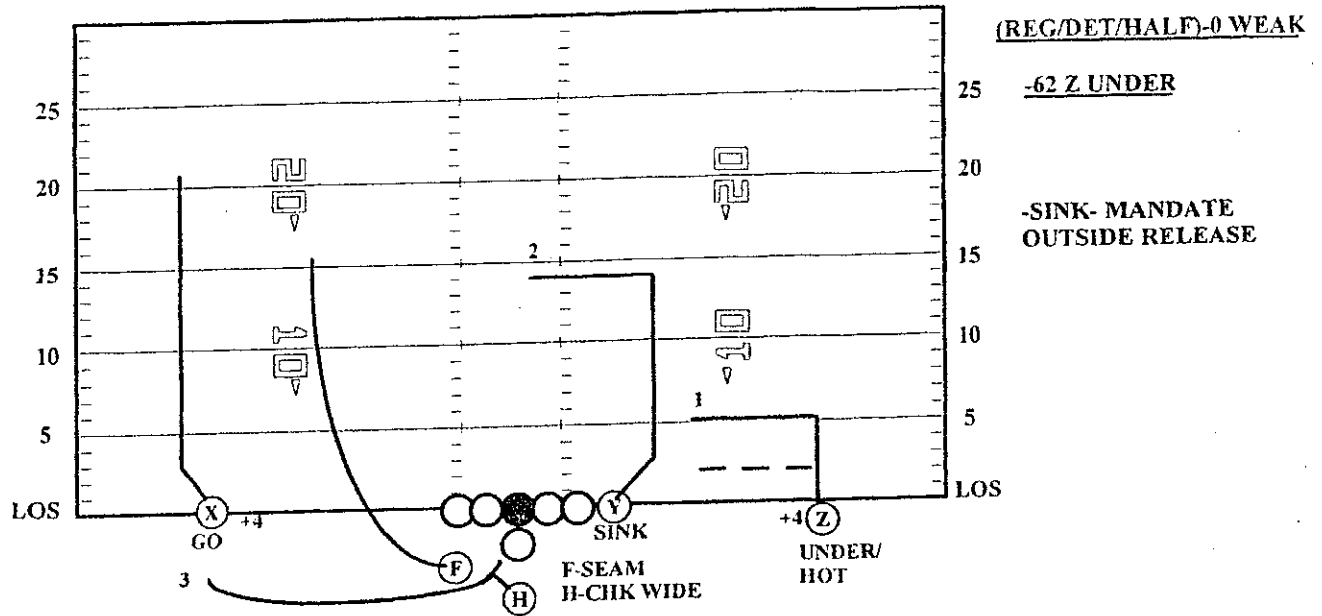
<p><b>DESCRIPTION:</b></p> <p>A weak side dual protection. The same as 60 Protection with an additional blocker strongside. (Boom) H will handle Hot weakside, F will handle #4 Stg. Side.</p>	<p><b>QB</b> 5-step or 7-step drop, determined by pattern called. Remaining back handles Hot. Weakside Dual Read. Alert Hot Weak.</p> <p><b>F</b> Boom protection puts F on #4 strong!! Release into route w/ no threat!!.</p> <p><b>H</b> Free Release Weakside--Alert Hot.</p>
--	--

## BACKSIDE

## FRONTSIDE

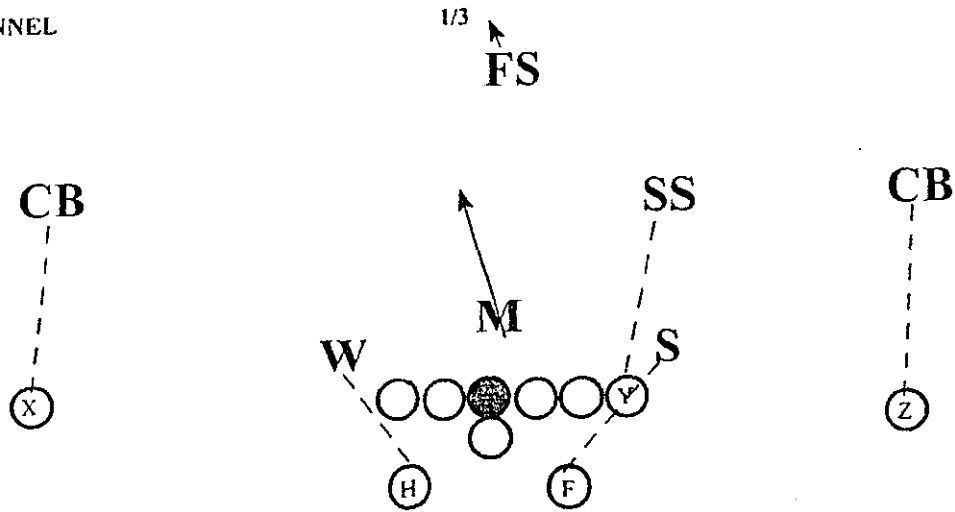
<p>Block #1. If #1 is a LBer sort MLB to WLB to FS. Alert Hole, Ram/Lion, Fan &amp; Squeeze calls.</p> <p>Block #2. If #2 is a LBer Big Dual. Alert Ram/Lion, Fan &amp; Squeeze calls.</p>	<p><b>C</b> Block #0 to Mike. Alert Hole, Ram/Lion &amp; Zone calls.</p> <p><b>G</b> Block #1. Alert Hole, Ram/Lion, Zone, Squeeze &amp; Swoop calls.</p> <p><b>T</b> Block #2. If #2 is a LBer make a Hang call. Alert Ram/Lion, Squeeze, Swoop &amp; Out calls.</p> <p><b>Y</b> Block #3. Make Slow call. Alert Squeeze, Swoop &amp; Out calls.</p>
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# 62 PASSES

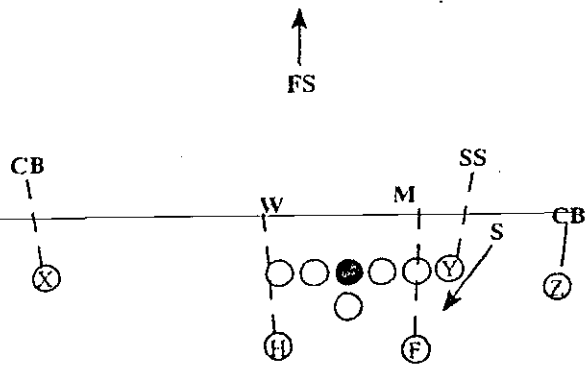


# COVER 1 AND VARIATIONS

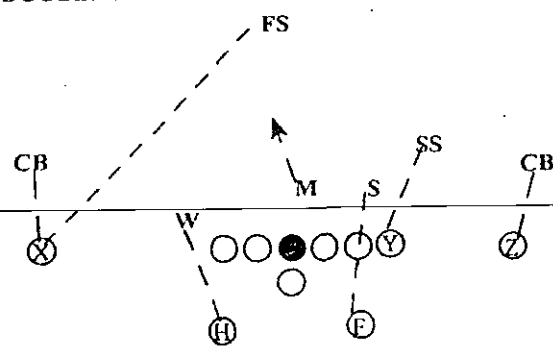
COVER 1 FUNNEL



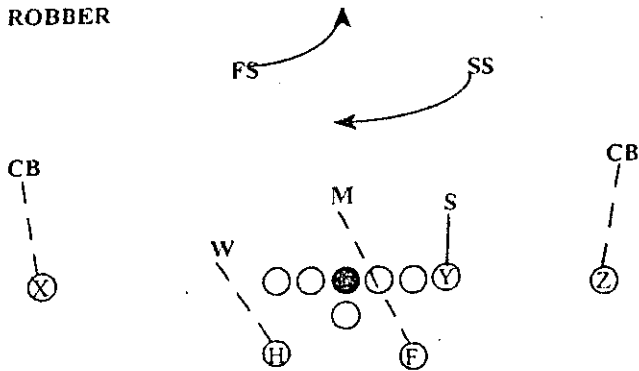
1 DOG



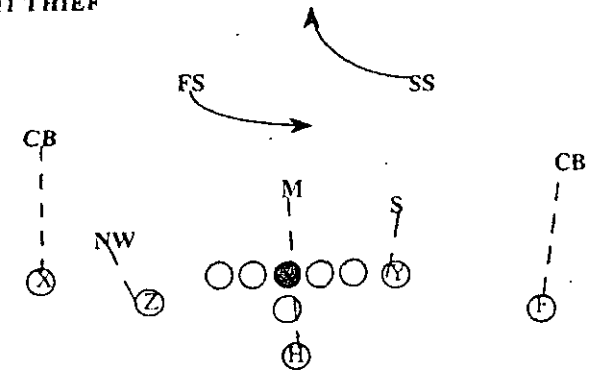
1 DOUBLE X



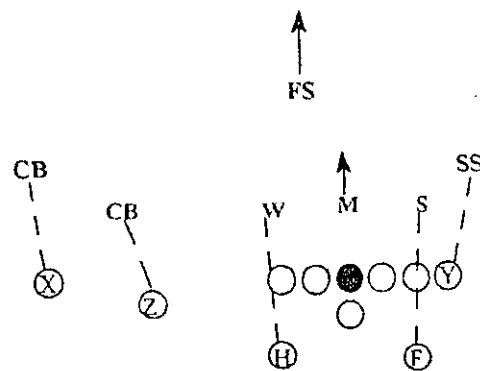
1 ROBBER



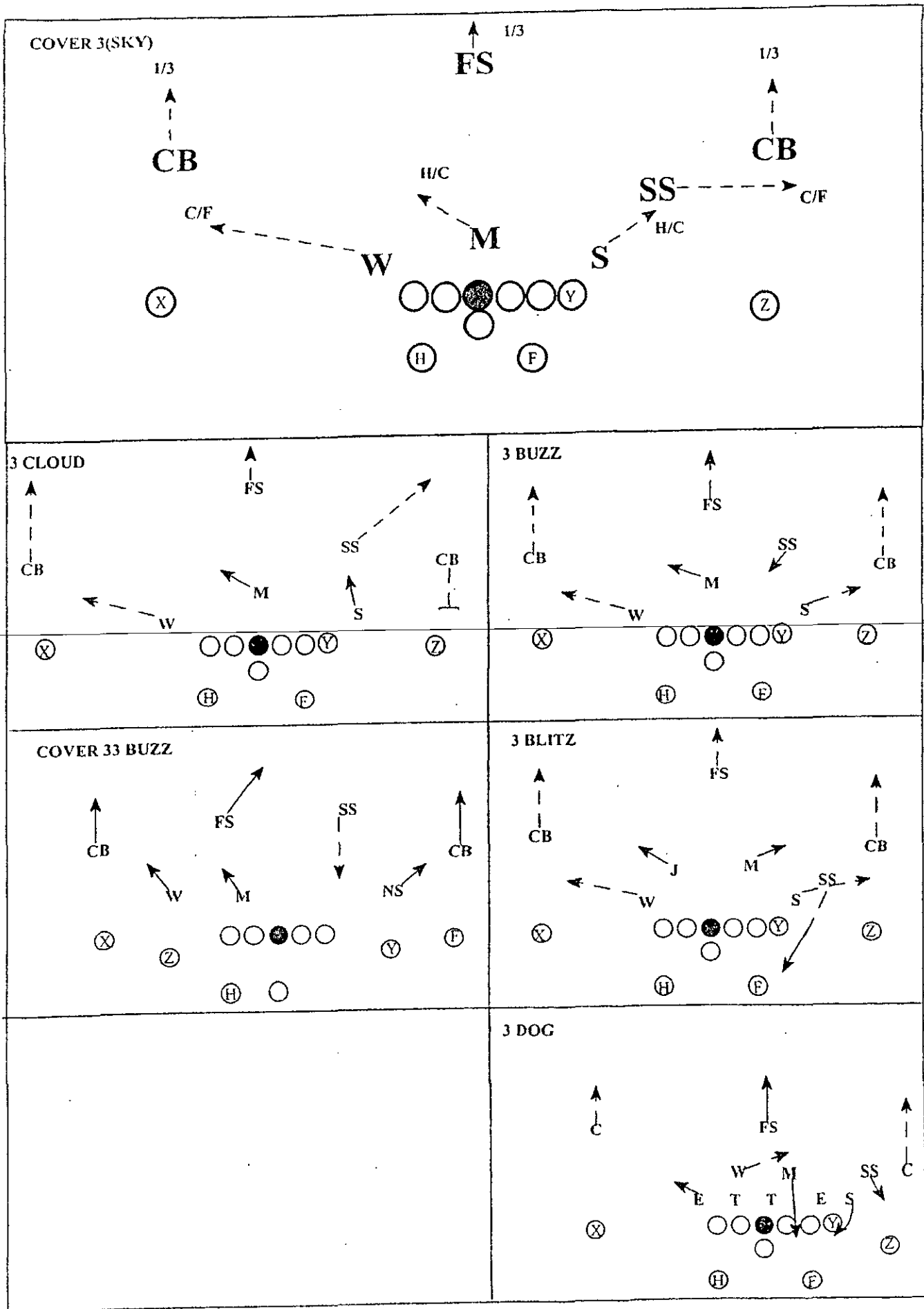
11 THIEF



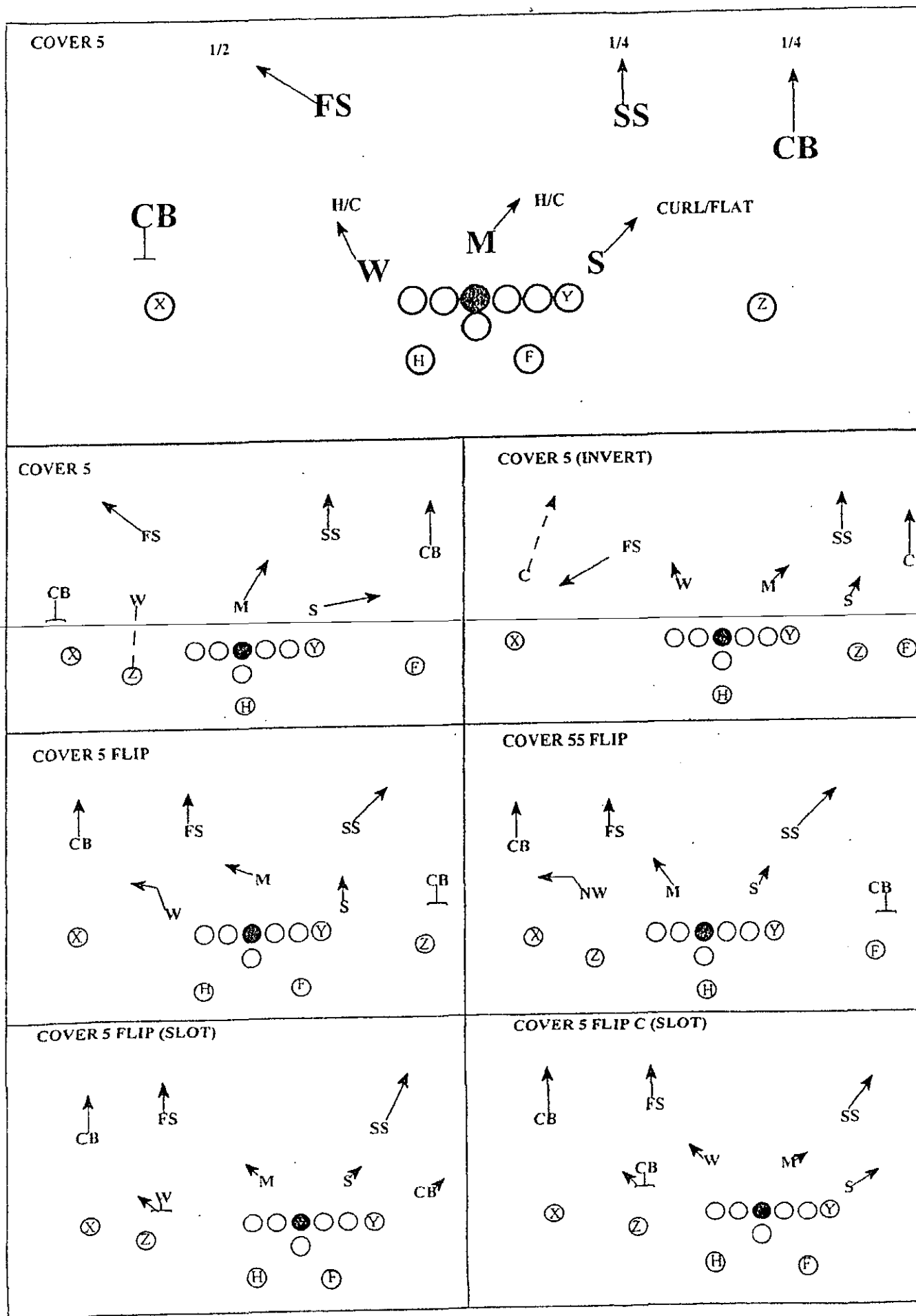
1 FUNNEL



# COVER 3 AND VARIATIONS

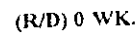


# COVER 5 AND VARIATIONS





## 1.



DEEP HARVEY  
OUTSIDE RELEASE

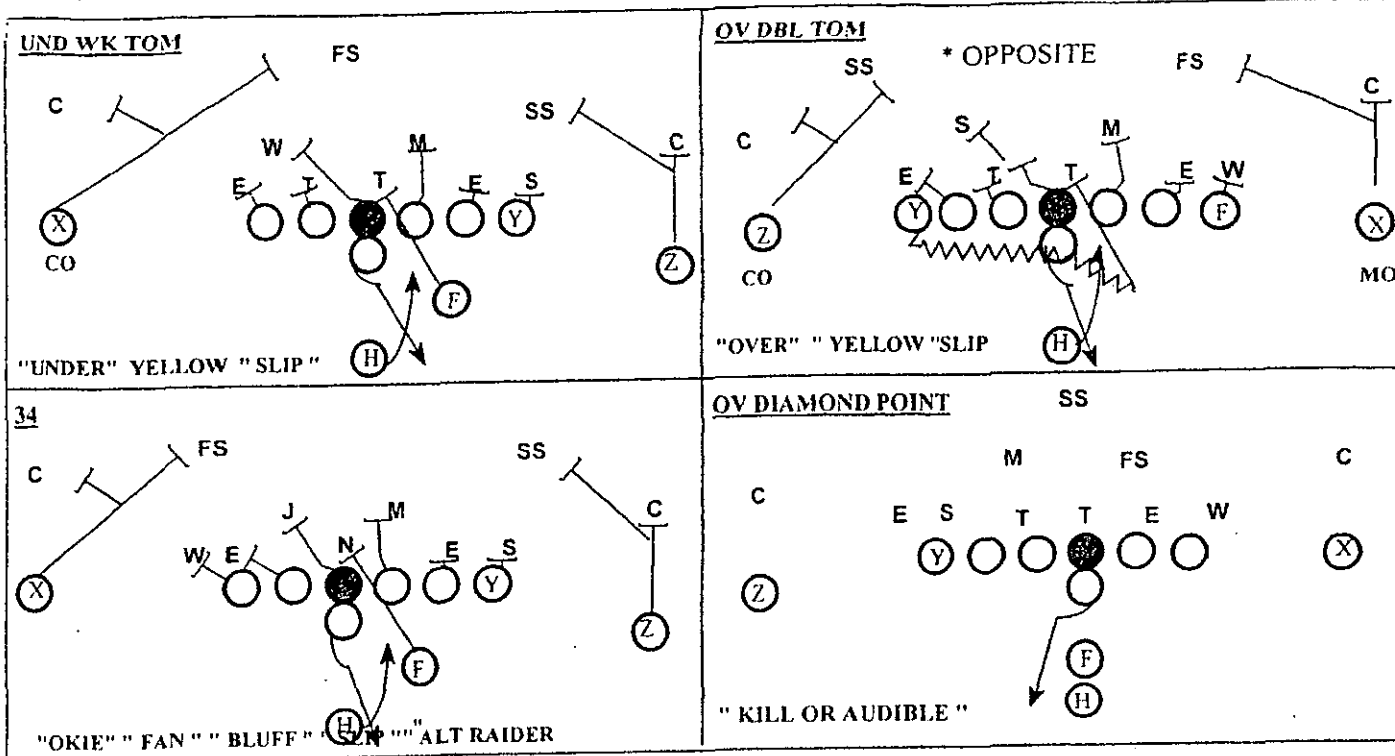
## LATE DIAGONAL SLAM RELEASE TECHNIQUE



**ALERT KEEP IT CALL**



# RUN: SLANT 32-3 BONG



<p><b>DESCRIPTION:</b></p> <p>SEPARATION PLAY USING THE FB AS THE CUTTER UNLESS WE TAG (Y BONG) THE LINE BLOCKS THE LBS ON BONG. PREFER TO RUN TO 1-TECH OR BUBBLE TECH.</p>	<table border="1"> <tr> <td data-bbox="743 893 859 1042"><b>QB</b></td><td data-bbox="859 893 1506 1042">REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.</td></tr> <tr> <td data-bbox="743 1042 859 1170"><b>F</b></td><td data-bbox="859 1042 1506 1170">BLOCK TACKLE ACROSS HOLE. CANNOT CUT.</td></tr> <tr> <td data-bbox="743 1170 859 1351"><b>H</b></td><td data-bbox="859 1170 1506 1351">JAB LEAD TOWARD HOLE. READ F BLOCK.</td></tr> </table>	<b>QB</b>	REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.	<b>F</b>	BLOCK TACKLE ACROSS HOLE. CANNOT CUT.	<b>H</b>	JAB LEAD TOWARD HOLE. READ F BLOCK.
<b>QB</b>	REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.						
<b>F</b>	BLOCK TACKLE ACROSS HOLE. CANNOT CUT.						
<b>H</b>	JAB LEAD TOWARD HOLE. READ F BLOCK.						

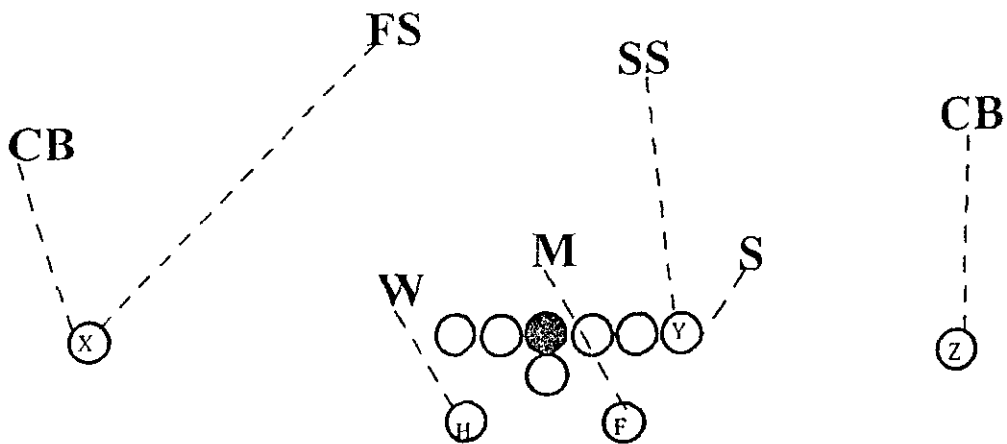
## BACKSIDE

## FRONTSIDE

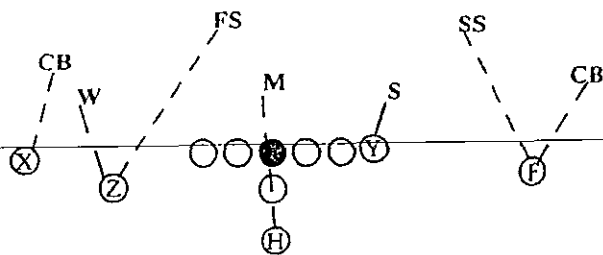
<p>ODD FRONT = BLOCK 1ST LB AWAY FROM CALL (BLUFF).</p> <p>EVEN FRONT: BLOCK MIKE, ALT RAIDER AND ORANGE / YELLOW.</p> <p>ALERT: FAN, FRISCO, SLIP AND BLUFF CALLS, ALT RAIDER</p> <p>ALERT: FAN, SCOOP, FRISCO EVEN FRONT, SLIP ALSO, ALT RAIDER</p> <p>2/3 HOLE FORCE</p>	<table border="1"> <tr> <td data-bbox="743 1404 859 1510"><b>C</b></td><td data-bbox="859 1404 1490 1510"></td></tr> <tr> <td data-bbox="743 1510 859 1617"><b>G</b></td><td data-bbox="859 1510 1490 1617">ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.</td></tr> <tr> <td data-bbox="743 1617 859 1723"><b>T</b></td><td data-bbox="859 1617 1490 1723">ALERT: SLIP, SCOOP.</td></tr> <tr> <td data-bbox="743 1723 859 1830"><b>Y</b></td><td data-bbox="859 1723 1490 1830">BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG BLOCK 1-TECH.</td></tr> <tr> <td data-bbox="743 1830 859 2072"><b>X/Z</b></td><td data-bbox="859 1830 1490 2072">2/3 HOLE FORCE</td></tr> </table>	<b>C</b>		<b>G</b>	ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.	<b>T</b>	ALERT: SLIP, SCOOP.	<b>Y</b>	BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG BLOCK 1-TECH.	<b>X/Z</b>	2/3 HOLE FORCE
<b>C</b>											
<b>G</b>	ALERT: SLIP, GAP AND BLUFF = BASE 3-TECH.										
<b>T</b>	ALERT: SLIP, SCOOP.										
<b>Y</b>	BLOCK MAN ON, ALERT SCOOP. ALERT Y BONG BLOCK 1-TECH.										
<b>X/Z</b>	2/3 HOLE FORCE										

# COVER 7 AND VARIATIONS

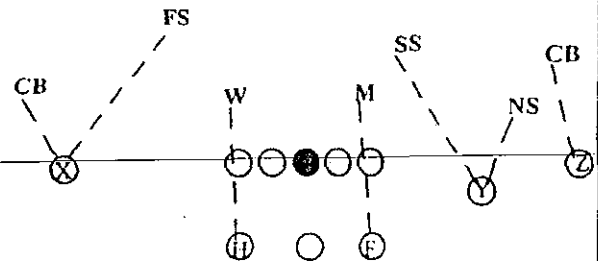
COVER 7YX



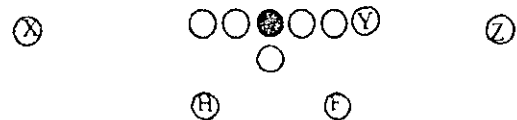
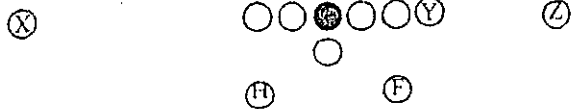
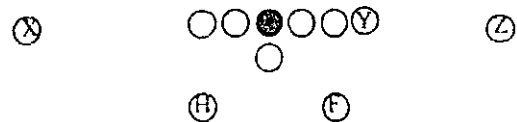
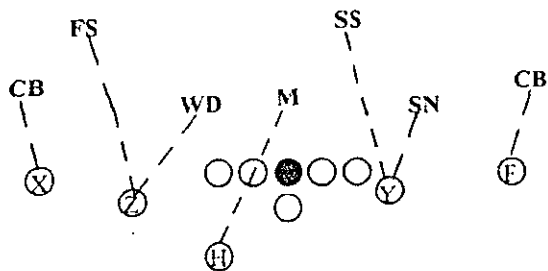
COVER 7 FZ

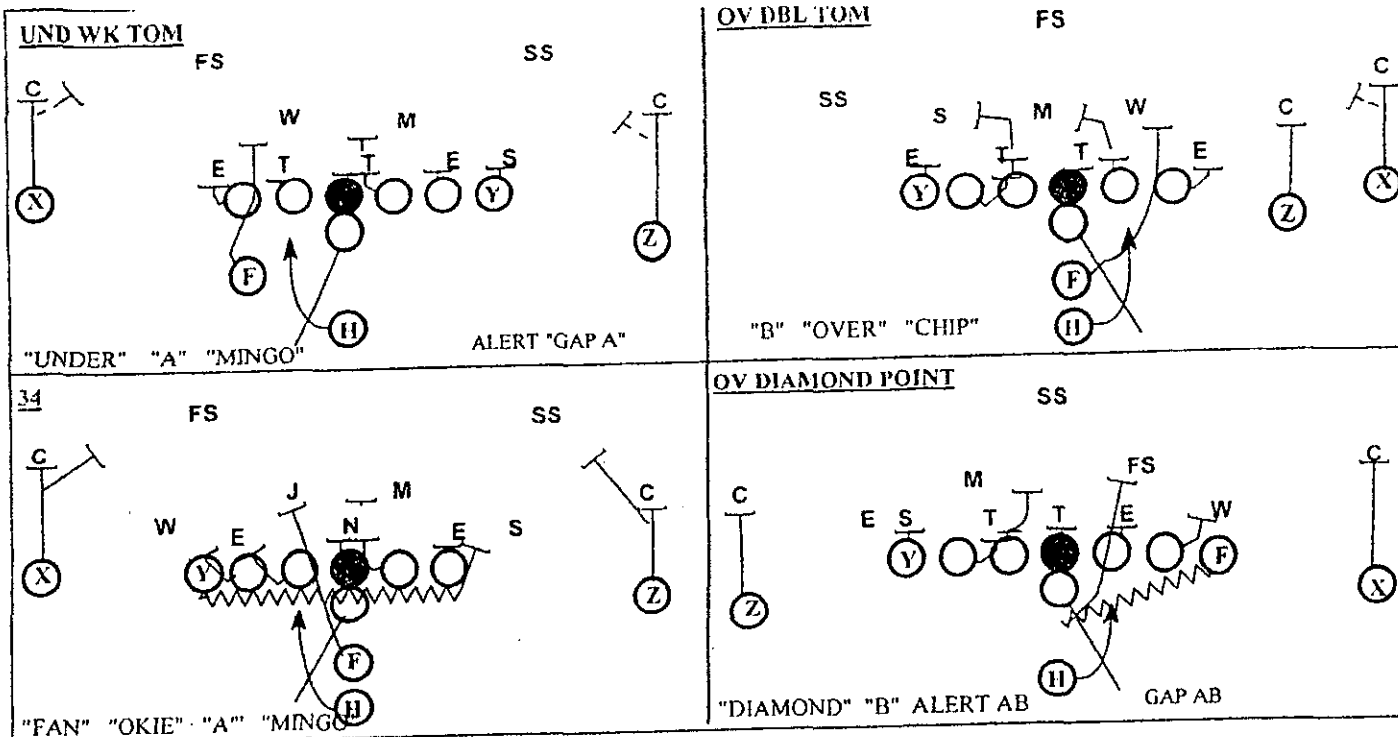


COVER 77 YX



COVER 77 YZ



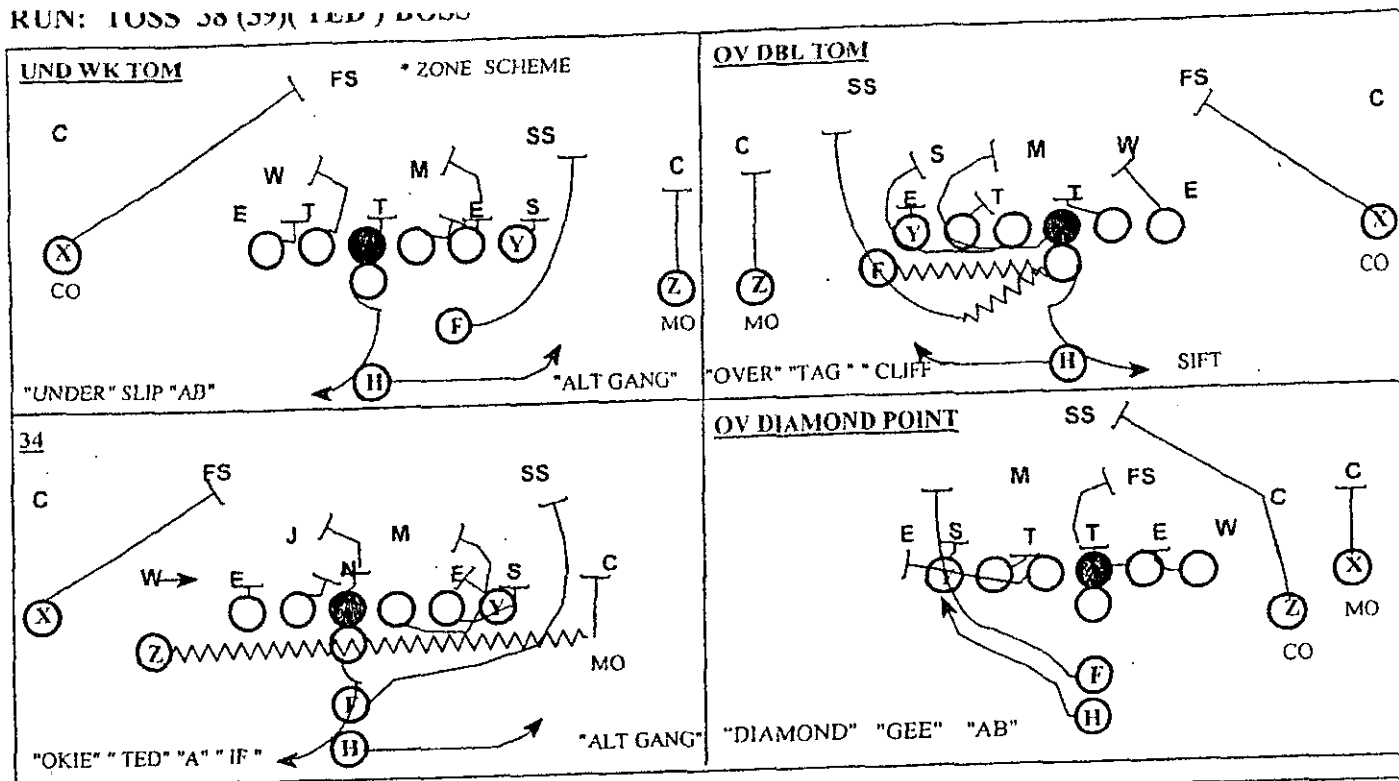


<p><b>DESCRIPTION:</b></p> <p>A WEAK SIDE OFF-TACKLE LEAD PLAY WITH ZONE BLOCKING BY THE O-LINE</p>	<p><b>QB</b></p>	<p>OPEN @ 5/7 O'CLOCK, SECOND STEP ADJUST. GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND &amp; SHOW BALL EARLY. SET UP BEHIND TACKLE.</p>
	<p><b>F</b></p>	<p>BLOCK WILL- ENTER OFF 1ST COVERED OL PLAYSIDE, HIT HIM SQUARE. ALERT FAN.</p>
	<p><b>H</b></p>	<p>OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE, READ 1ST COVERED OL, POSSIBLE ROLL BACK</p>

## FRONTSIDE

<p>BLOCK #0. DRIVE BLOCK. ALERT GAP, GAP A, A, BOX &amp; ORANGE/YELLOW CALLS.</p> <p>BLOCK #1. DRIVE BLOCK. ALERT GAP, GAP A, SLIP, ORNG/YLOW, BOX CALLS, FAN CALLS.</p> <p>BLOCK DE. DRIVE BLOCK. ALERT FAN, SLIP CALLS.</p> <p>4/5 FORCE</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p><b>BACKSIDE</b></p> <p>BLOCK #1. CUT OFF. ALERT BOX, A, B &amp; AB OR GAP A CALLS, ALSO SLAP CALLS..</p> <p>BLOCK #2. CUT OFF. ALERT BOX, B, AB, C, SUP &amp; MINGO AND SLAP CALLS.</p> <p>BLOCK #3. CUT OFF. ALERT BOX, B, C, SUP &amp; MINGO CALLS.</p> <p>4/5 HOLE FORCE/ ALERT BOX IN SLOT.</p>
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**DESCRIPTION:**

STRONGSIDE TOSS BOSS PLAY, WE CAN USE ZONE OR "TED" BLOCKING, WE WILL GO BACK 1 VS. FS DOWN.

**QB**

REVERSE PIVOT - TOSS BALL TO BALL CARRIER, SEEL NAKED ACTION.

**F**

BLOCK SUPPORT INSIDE OUT.

**H**

OPEN GO, RECEIVE TOSS, STRETCH AND STAY ON HIP OF FB - READ FB BLOCK.

**BACKSIDE**

ALERT AB, GAP A, AB, RIP AND LIZ." HORN CALLS

ALERT B, GAP AB, SIFT, RIP AND LIZ.

CUT OFF

**FRONTSIDE**

**C**

BLOCK #0, ALERT A, AB, GAP, GAP A, RIP AND LIZ, CLIFF CALLS

**G**

ALERT SLIP, GAP, GAP A, GANG, RIP AND LIZ, TED AND TAG CALLS

**T**

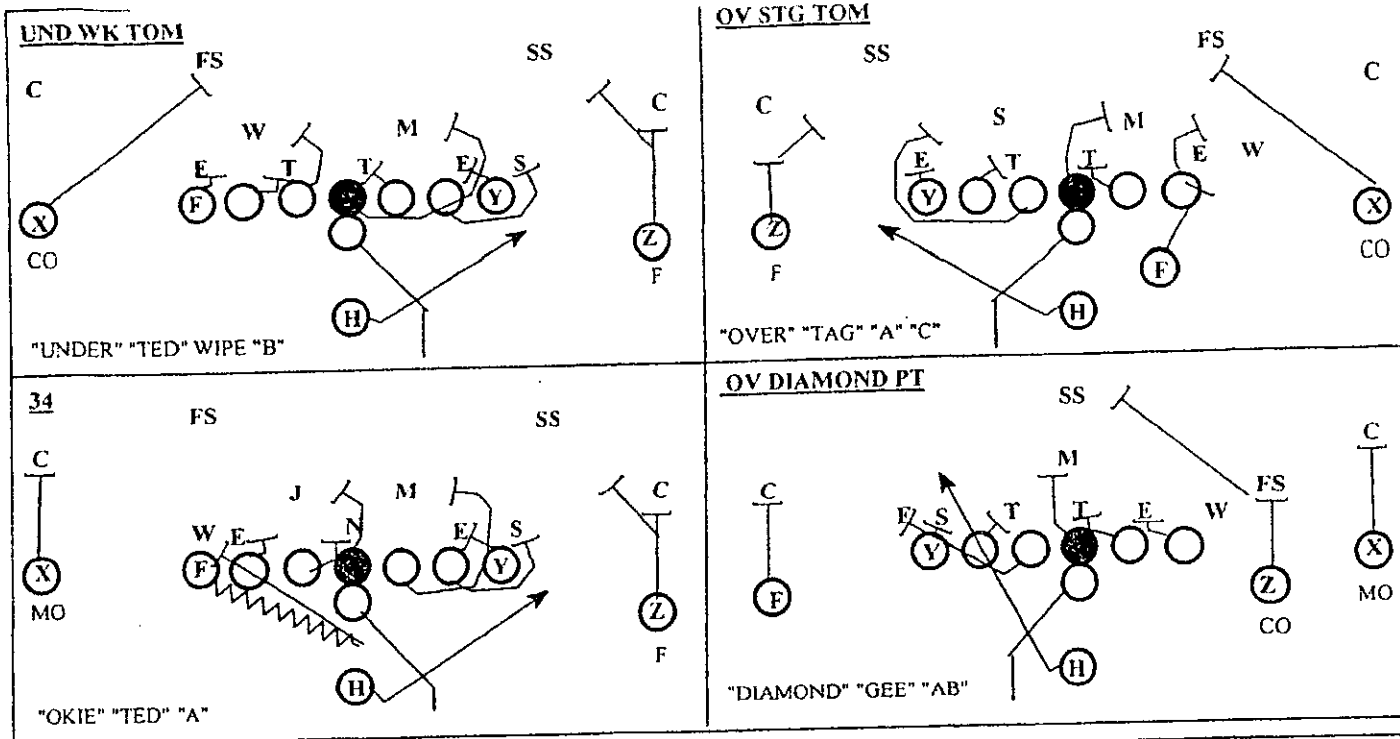
ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS

**Y**

ALERT SLIP, SCOOP, OUT, GANG CALLS, TED AND TAG CALLS.

**X/Z**

MAN ON



**DESCRIPTION:**

STRONG SIDE 1 BACK SEPERATION PLAY, OFF OF SPRINT ACTION, THIS CAN BE A REGULAR OR SUB RUN.

NOTE: MAY USE ZONE-BLOCKING SCHEME ALSO.

**QB**

OPEN FAST AT 4:00 O'CLOCK (8:00) EXTEND BALL FOR WIDE MESH, SET UP PLAY FAKE MECHANICS.

**F**

LANDMARK IS B GAP , CUT OFF E.M.O.L.

**H**

OPEN CROSSOVER, SPRINT 2 YARDS OUTSIDE OF TE, STAY ON HIP OF G, T, READ BLOCK.

**FRONTSIDE**

BLOCK #0, ALERT WIPE, A, AB, ORANGE/YELLOW CALLS.

ALERT TAG, TED, WIPE, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, ME/YOU CALLS, ALERT "GEE".

ALERT TED, TAG, "GEE" CALLS.

8/9 HOLE FORCE.

**C**

**G**

**T**

**Y**

**X/Z**

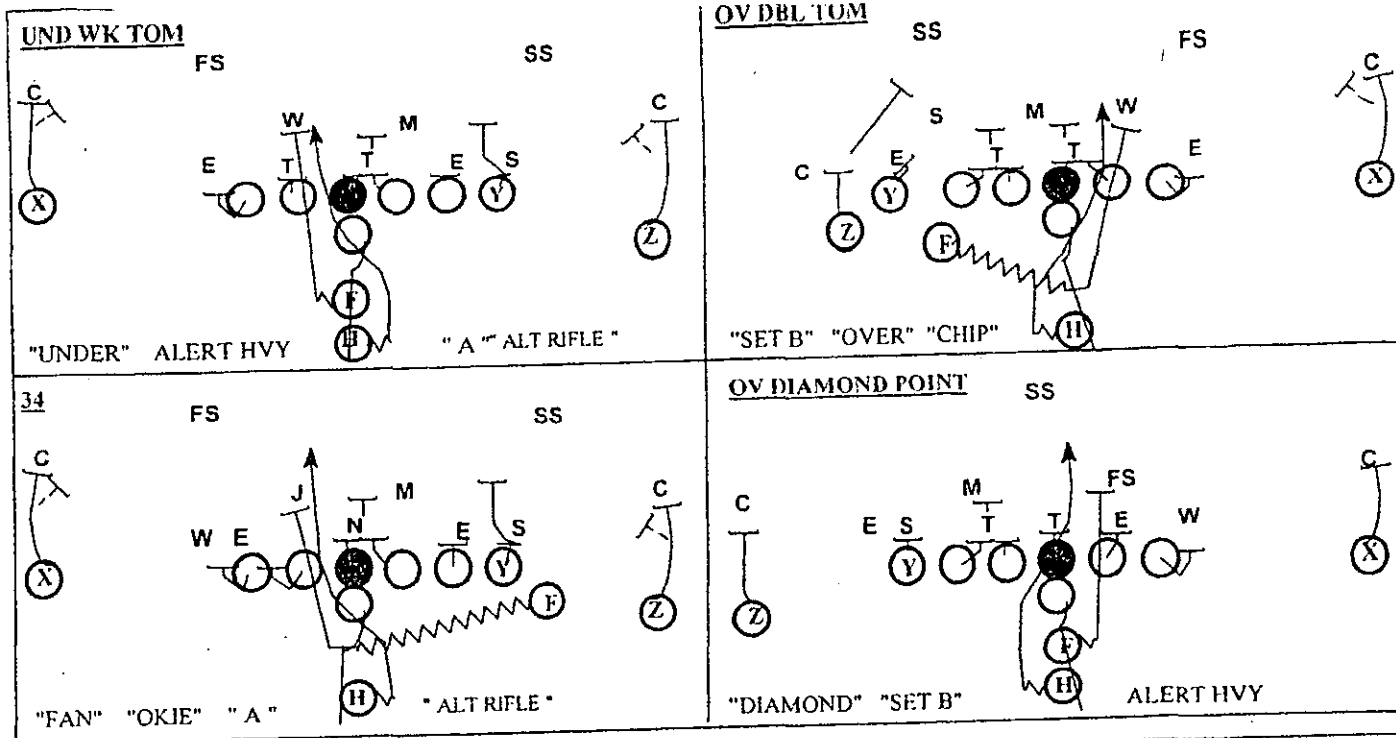
**BACKSIDE**

CUT OFF #1 ALERT.A, AB, SLAP, B CALLS.

ALERT AB, SLAP, B CALLS

CUT OFF





**DESCRIPTION:**

A TWO BACK WEAKSIDE LEAD DRAW, USING SPLIT FLOW ACTION.

**QB**

DROPPACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.

**F**

DRAW STEPS - BLOCK WILL - SQUARE CONTACT AND FINISH, DO NOT CUT IN THE HOLE. READ 1ST COVERED DL PLAYSIDE FOR PATH TO WILL.

**H**

DRAW STEPS OPPOSITE OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

**FRONTSIDE**

**BACKSIDE**

PASS SET AND BLOCK #0.  
ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK #1.  
ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP & WIPE CALLS, ALERT FAN.

FORCE

**C**

**G**

**T**

**Y**

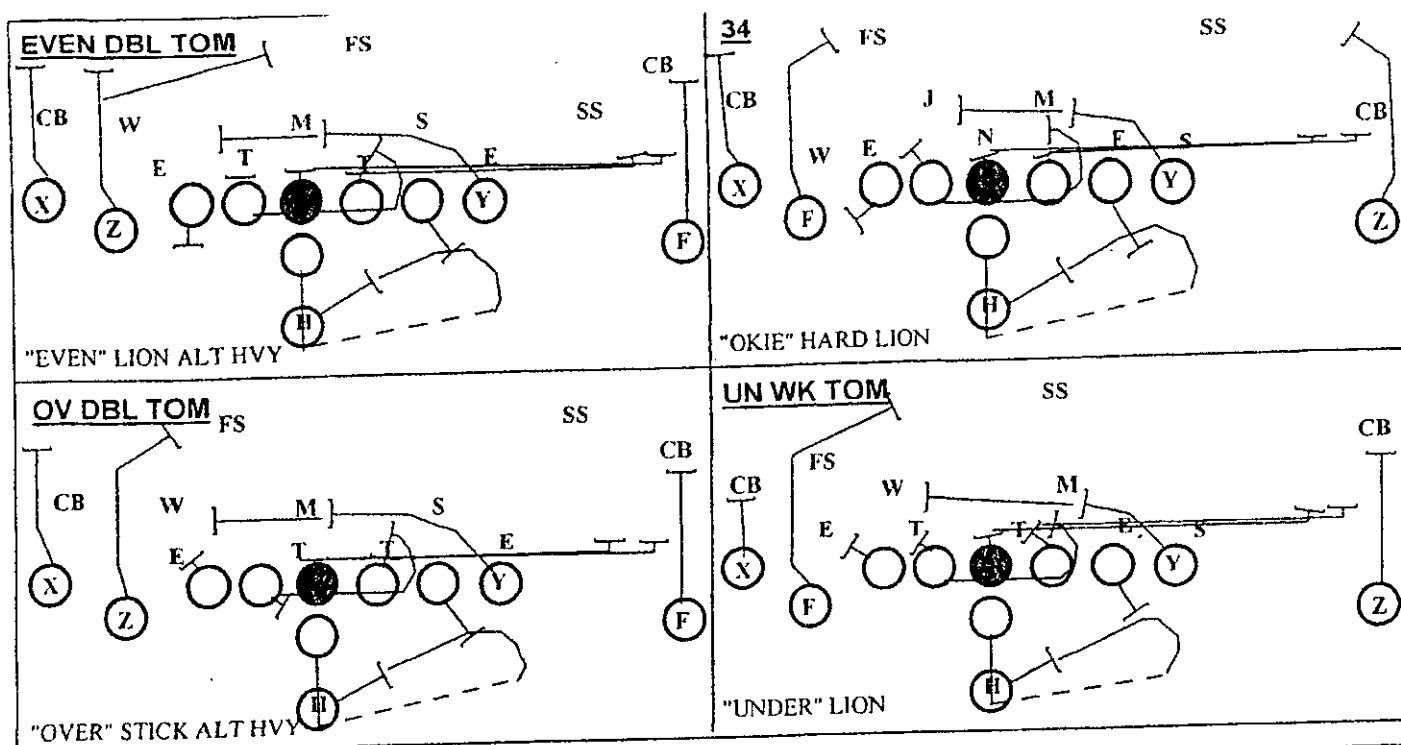
**X/Z**

PASS SET AND BLOCK #1.  
ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS.

PASS SET AND BLOCK #2.  
ALERT B, OUT & ORNG/YLOW CALLS.

PASS SET AND BLOCK #3.  
ALERT B & OUT CALLS, ALERT RIFLE.

PASS RELEASE, BLOCK FORCE.



**DESCRIPTION:**

This is a dropback 3 Count Screen Strong Side off of our 52 (53) Protection.

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

**H**

Check M/S, never go back for Mike 3 count release on the inside hip of the guard, Alert Heavy.

**BACKSIDE**

Block 52/53 Pro only if WLB is a threat, you are a Rat Killer.

Block Protection called.

**C**

Set 52/53 Pro, only Ram/Lion if needed, block 1st Out 2nd Out rules.

**G**

Set 52/53 Pro, Alert Heavy, block 1st Out 2nd Out rules.

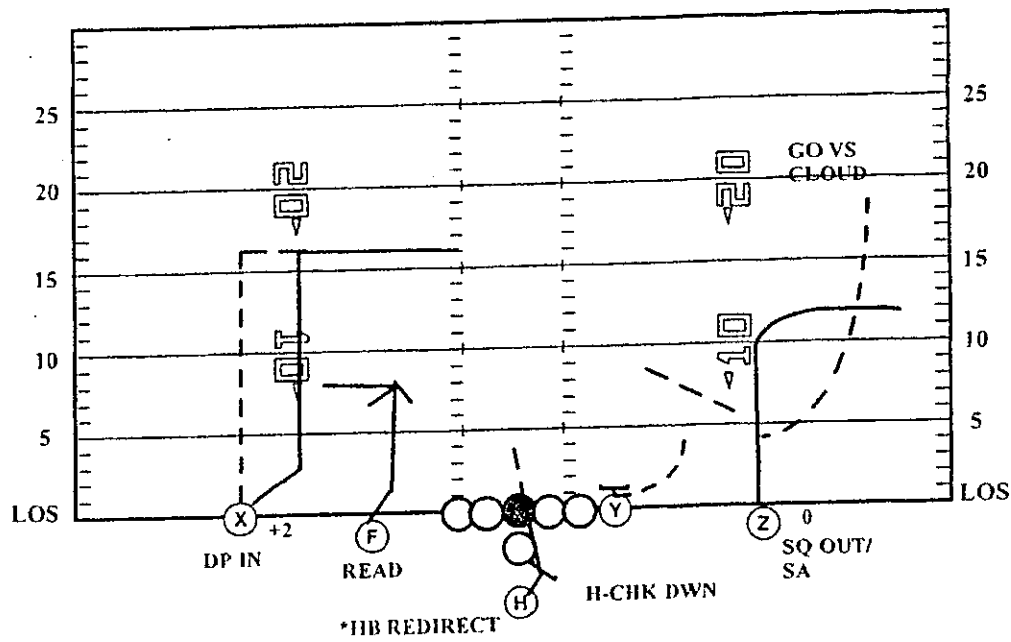
**T**

Block Pro called, overset DE, you are Stick.

**Y**

Run SHALLOW CROSS, block assigned defender.

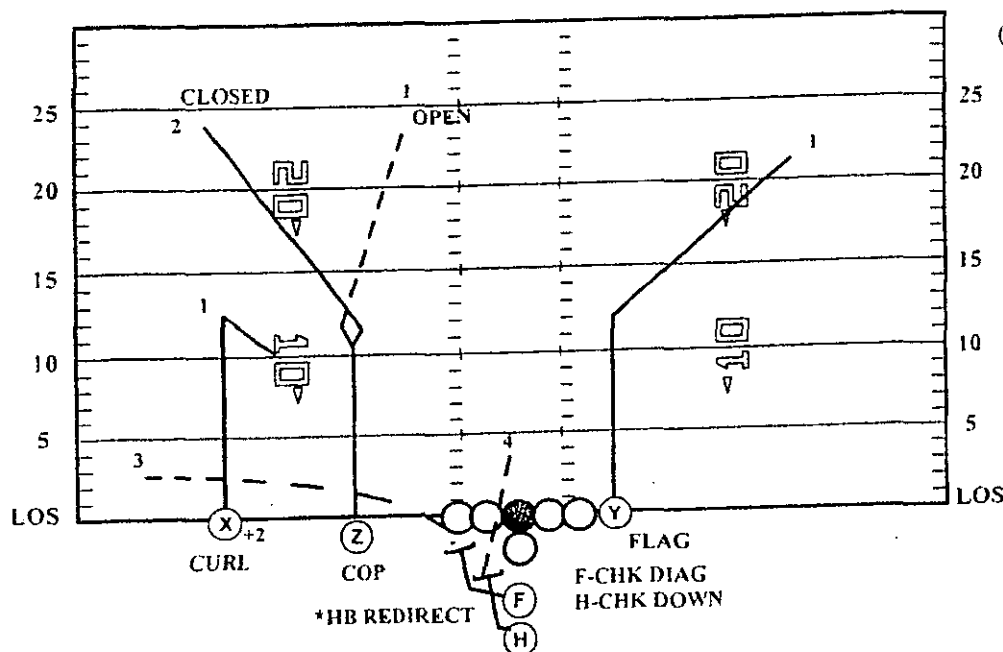
# 50 - OREGON/ TEXACO



(R/D/H) 0 HALF

-50 SQ OUT/ TEXACO

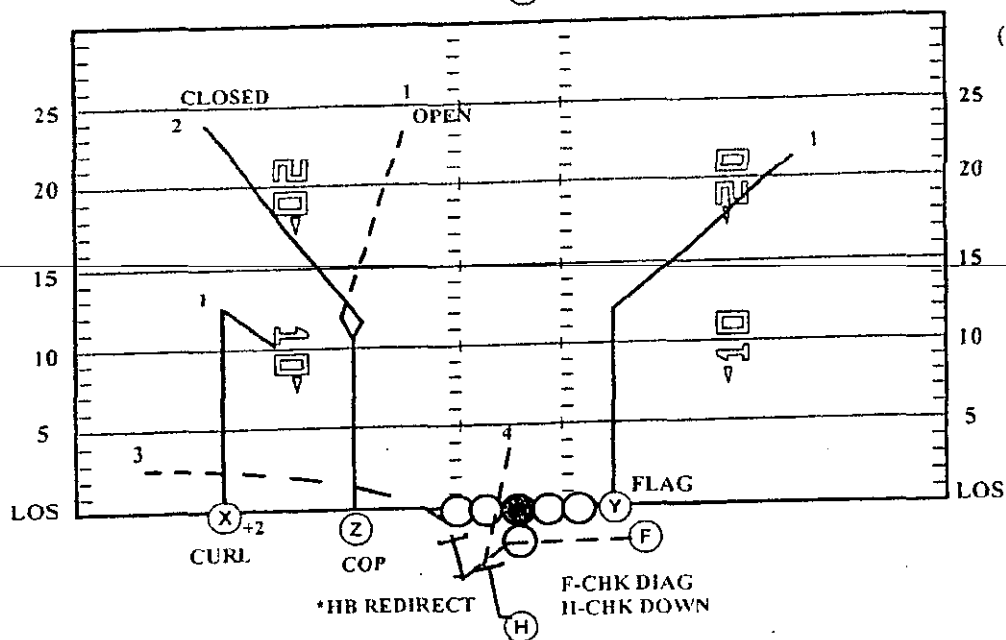
# PLAY ACTION - RIDE 135 WEAK(COP,SCISSORS)



(R/D) 0 SLOT

-RIDE 135 WEAK Z COP

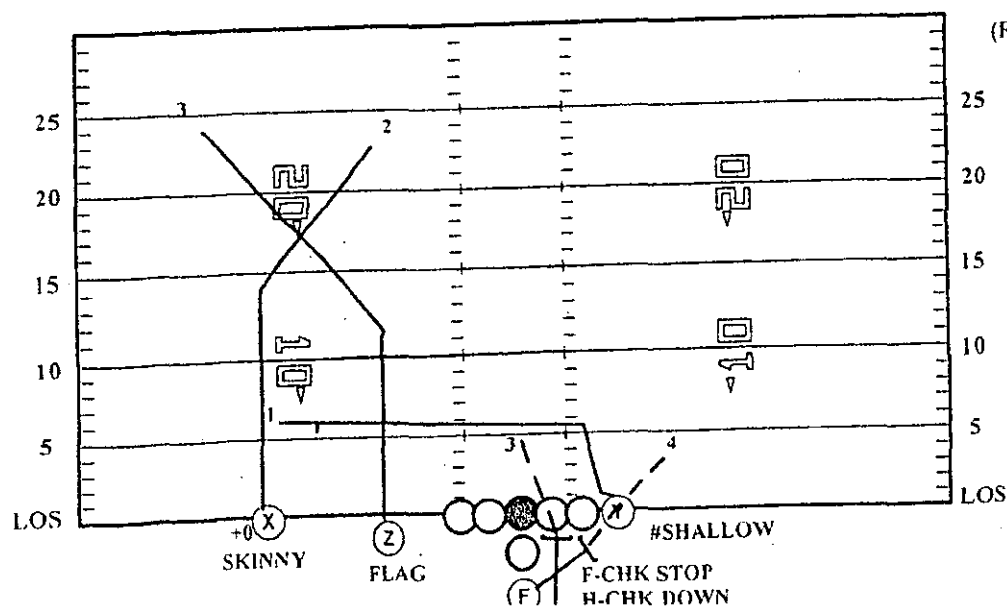
-MIDDLE OPEN:  
NO POST SAFETY  
NEAR SAFETY  
+4 OR WIDER FROM  
HASH



(R/D) 0 FLOOD SLOT FAP

-RIDE 135 WEAK Z COP

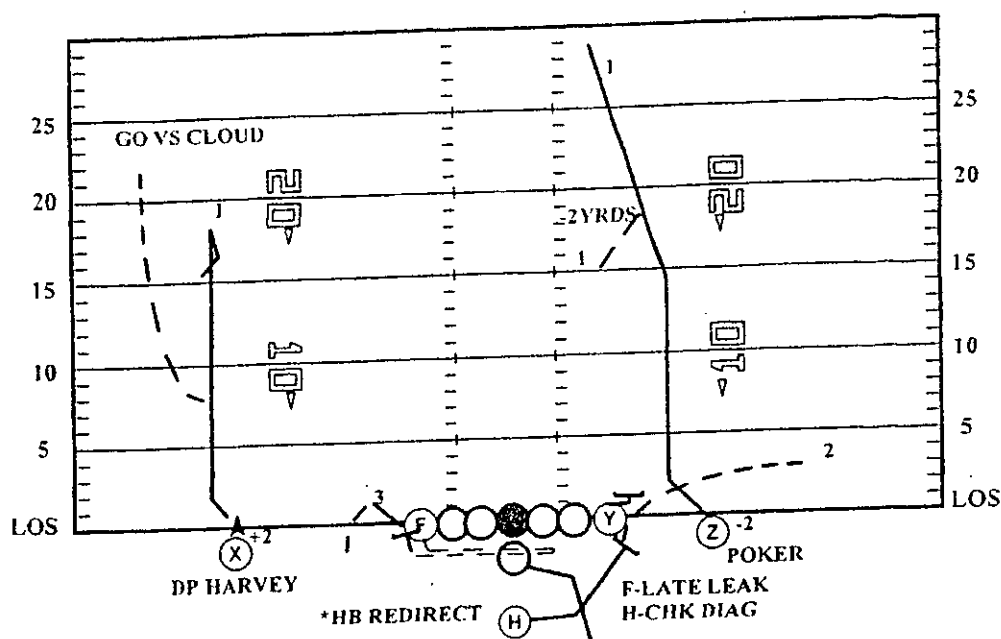
-MIDDLE OPEN:  
NO POST SAFETY  
NEAR SAFETY  
+4 OR WIDER FROM  
HASH



(R/D) 0 SLOT, (0 FLOOD SLOT FAP)

-RIDE 134 Z SCISSORS CROSS

**SPR-138 SELL IT PLAY ACTION- Z POKER**



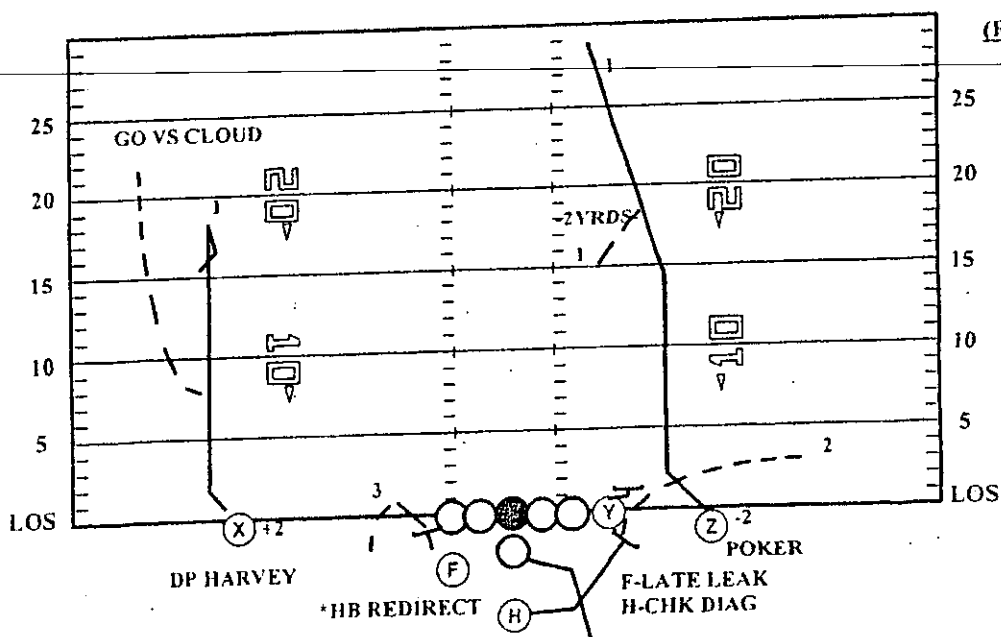
(R/D) 0 ON FIG. (0 ON)

-SPRINT 138 SELL IT  
Z POKER

-QB/HB GREAT FAKE

H/F- PROTECT 1ST

POKER- READ  
NEAR/POST SAFETY



(R/D) 0 WEAK

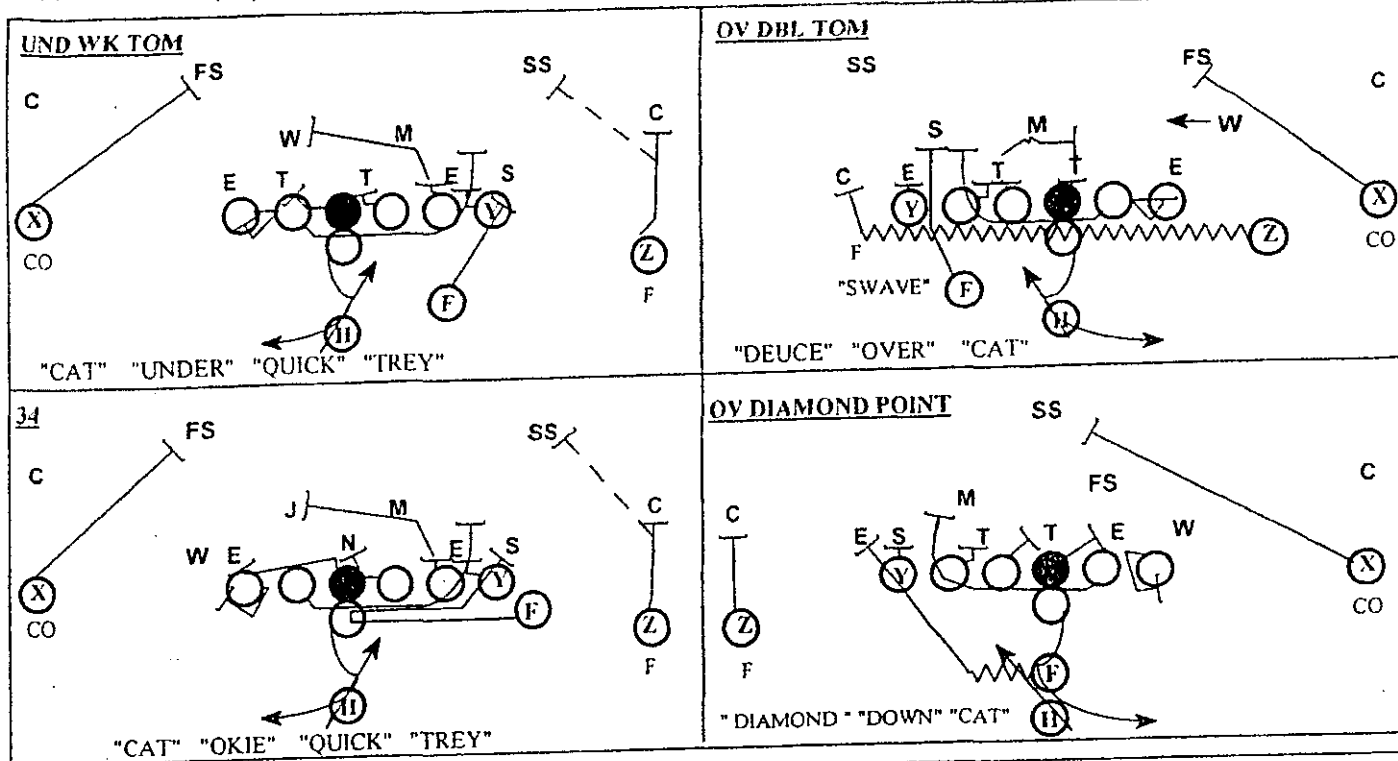
-SPRINT 138 SELL IT  
Z POKER

**-QB/HB GREAT FAKE**

H/F- PROTECT 1ST

**POKER- READ  
NEAR/POST SAFETY**

# RUN: JAB 36 (37) POWER



## DESCRIPTION:

STRONGSIDE OFF-TACKLE SEPARATION PLAY.

**QB**

REVERSE OUT WITH YOUR BACK TO THE HOLE, SKIP STEP. PROTECT BALL AT SNAP. SOFTEN UP AND GIVE RB THE "A" GAP CUT. EXECUTE HAND-OFF AS DEEP AS POSSIBLE. SELL NAKED FAKE AWAY.

**F**

BLOCK SAM. IF HE IS ON LOS, KICK HIM OUT. IF HE IS OFF LOS, ENTER OFF DE - ALERT SHARK.

**H**

DROP STEP WITH OPPOSITE LEG, AIMING POINT IS INSIDE LEG OF TACKLE.

## BACKSIDE

PULL AND LOOK TO BLOCK MLB OR 1ST COLOR THAT SHOWS, YOU MAKE US RIGHT, MUP CALL LOOK TO BLOCK SS.

ALERT CAT, SEE RUN THRU.

6/7 HOLE CUT OFF

## FRONTSIDE

**C**

ALERT QUICK, BACK, DOWN CALLS.

**G**

ALERT QUICK, DEUCE, DOWN, MUP CALLS. SEE RUN THRU.

**T**

ALERT TREY, ALERT MUP AND SHARK CALLS. SEE RUN THRU.

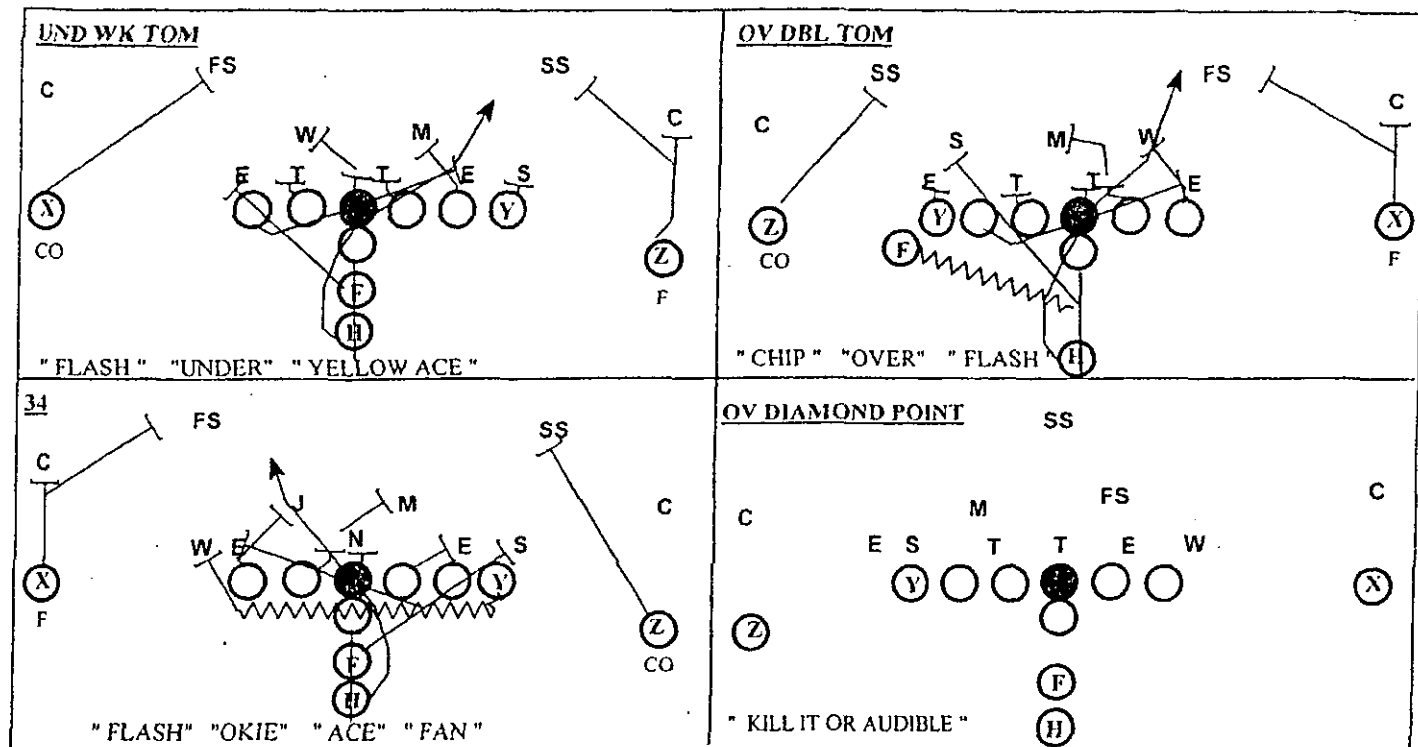
**Y**

BLOCK DE OR INSIDE AREA. ALERT TREY, ALERT MUP AND SHARK CALLS.

**X/Z**

6/7 HOLE FORCE, POSS. PIZZA.

# RUN: MID 34-5 TIDE



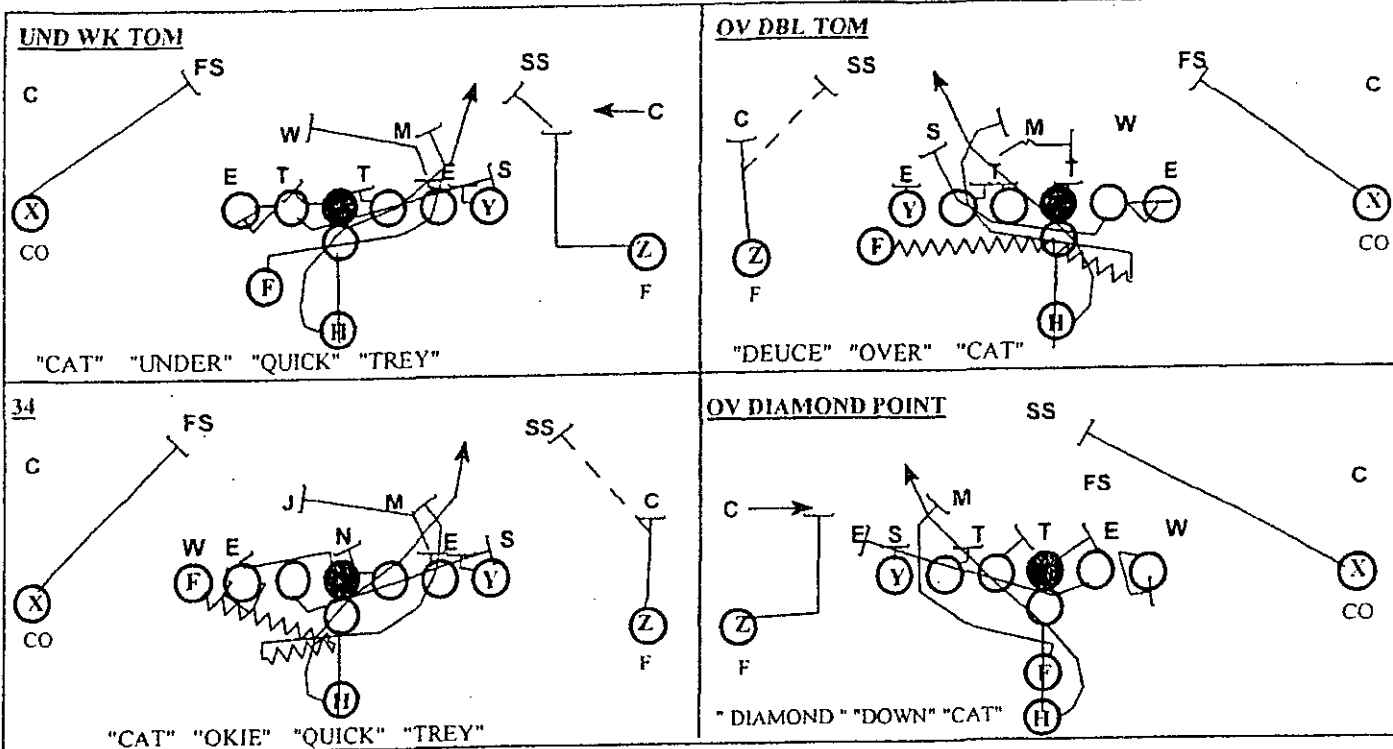
<p><b>DESCRIPTION:</b></p> <p>SEPARATION PLAY USING MIS. DIRECTION AND (OT) PULL, WE WANT TO ALWAYS RUN THIS PLAY TO THE GUARD BUBBLE.</p>	<p><b>QB</b></p> <p>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</p>
	<p><b>F</b></p> <p>FILL FOR PULLING (OT), ALERT SIGNAL BY TE TO BLOCK SLB IN BUBBLE.</p>
	<p><b>H</b></p> <p>USE TIGHT RIDE STEPS - ENTER THROUGH A, B OR C GAP.</p>

## BACKSIDE

## FRONTSIDE

<p>BLOCK MAN ON, FAN VS. 34 TO END. ALERT ORANGE AND YELLOW.</p> <p>PULL AND BLOCK. DEFENSIVE END INSIDE OUT. ALERT FOR "WANDA" CALL, BLOCK WLB.</p> <p>BLOCK CUT OFF FOOTWORK, ALERT TO SIGNAL FB THAT SLB IS IN THE HOLE.</p> <p>4/5 HOLE FORCE.</p>	<p><b>C</b></p> <p>ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.</p> <p><b>G</b></p> <p>ALERT: YELLOW AND ORANGE, CHIP, ACE AND ZONE CALLS.</p> <p><b>T</b></p> <p>FLASH TO FRONTSIDE LB, ALERT WANDA.</p> <p><b>Y</b></p> <p>BLOCK MAN ON, INSIDE FOOTWORK.</p> <p><b>X/Z</b></p> <p>4/5 HOLE FORCE.</p>
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# RUN: MID 36 (37) CTR



<p><b>DESCRIPTION:</b></p> <p>STRONG SIDE CTR PLAY FROM BASE PEOPLE, SEPARATION PLAY WITH MISDIRECTION.</p>	<p><b>QB</b></p>	<p>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</p>
	<p><b>F</b></p>	<p>TIME STEP AND PULL FOR 1ST BACKER (MIKE) VS. 34 OR UNDER AND 2ND BACKER VS. OVER FRONT (MIKE).</p>
	<p><b>H</b></p>	<p>USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.</p>

## BACKSIDE

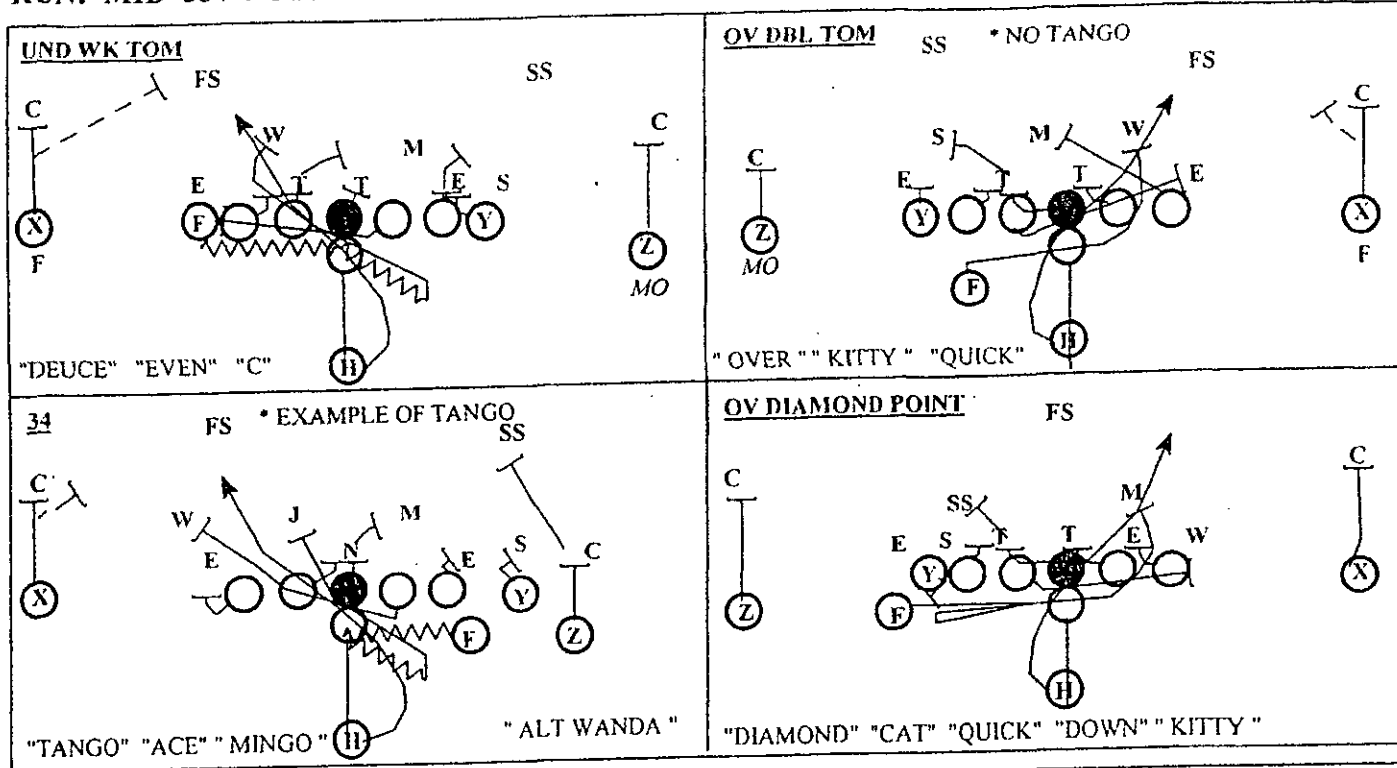
<p>UNDER OR 34: PULL AND TRAP SLB OVER FRONT: PULL TO 1ST BACKER (SLB).</p> <p>ALERT: CAT, DBL CAT.</p> <p>6/7 HOLE CUT OFF</p>
---

## FRONTSIDE

<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>ALERT: QUICK, DOWN, ACE.</p> <p>ALERT: DEUCE, QUICK, ACE AND DOWN CALLS. FREEZE DEUCE ALSO.</p> <p>ALERT: TREY, DEUCE, FREEZE DEUCE AND DOWN CALLS.</p> <p>ALERT: TREY, DEUCE AND DOWN CALLS.</p> <p>6/7 HOLE FORCE, POSS. PIZZA.</p>
---	--



RUN: MID 35 / 4 CTR



**DESCRIPTION:**

WEAKSIDE CTR FROM BASE PEOPLE, WE CAN USE A TANGO SCHEME OR NO TANGO SCHEME.

**QB**

OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.

**F**

STEP UP AND UNDER, BLOCK 1ST LB'ER SPOT OFF LOS. "TANGO" - BLOCK 2ND LB'ER SPOT

**H**

USE TIGHT RIDE STEPS. GET IN GOOD RELATIONSHIP WITH 2ND PULLER. READ F BLOCK.

**FRONTSIDE**

BLOCK BACKSIDE AREA TO BSLBer. ALERT ACE, QUICK, CAT & DOWN CALLS. KITTY CALL

BLOCK INSIDE AREA-- MLBer TO BSLBer. ALERT DEUCE, DOWN, QUICK & ACE CALLS.

BLOCK INSIDE AREA--MLBer TO BSLBer. ALERT DEUCE, DOWN, TANGO & WANDA CALLS.

4/5 HOLE FORCE

**BACKSIDE**

**C**

PULL AND TRAP EMOL. GET INTO LOS FOR KICK OUT. CP--WITH TANGO CALL WRAP FOR WLBer. CP--ALERT WANDA CALL--WLBer ON LOS..

**G**

**T**

BLOCK "B" GAP AREA. ALERT CAT, KITTY CALL

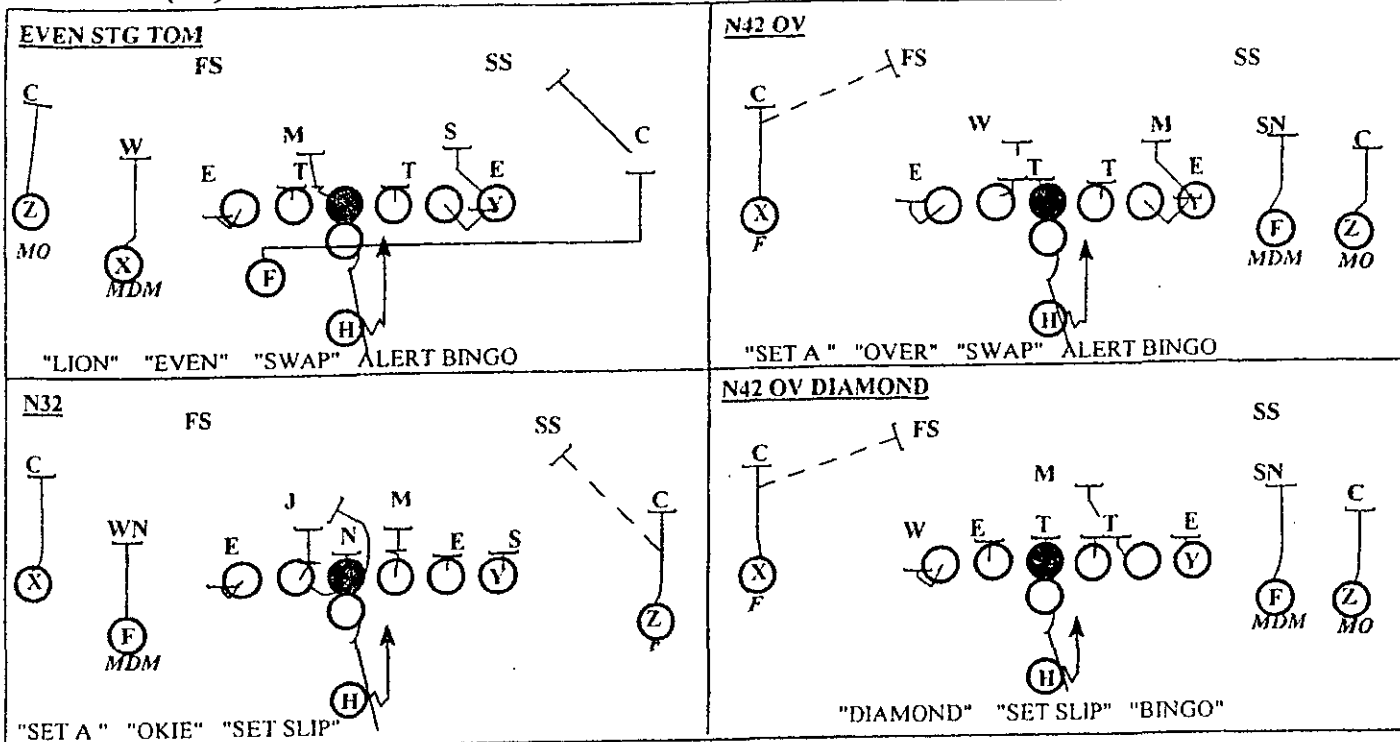
**Y**

ALT "C", CAT AND KITTY CALL

**X/Z**

4/5 HOLE FORCE.

**RUN: 40 (41)**



**DESCRIPTION:**

A ONE BACK STRONG SIDE DRAW.

**QB**

DROPPACK RT. MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 0/1 HOLE TAG.

**F**

**MOST DANGEROUS MAN OUT OF BOX**

H

**DRAW STEPS, PRESS FRONTSIDE GUARD- FROM OFFSE POSITION SHUFFLE PARRALLEL TO PLAYSIDE GUARD, THEN PRESS LOS.**

## BACKSIDE

PASS SET AND BLOCK #1.  
ALERT, LION/RAM, HARD LION/RAM,  
A, B, AND YELLOW/ORANGE CALLS.

PASS SET AND BLOCK EMOL.  
ALERT, FAN, HARD LION/RAM &  
B CALLS, ALERT TO SHIFT.

PASS RELEASE, BLOCK FORCE

## FRONTSIDE

C

PASS SET & BLOCK #0 TO WEAKSIDE LBer.  
ALERT LION/RAM, HARD LION/RAM, ,  
A & YELLOW/ORANGE CALLS, ALERT HOLE.

# G

PASS SET AND BLOCK #1.  
ALERT LION/RAM, SLIP & YELLOW / ORANGE CALLS,  
BINGO CALLS.

**T**

PASS SET AND BLOCK #2.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO.

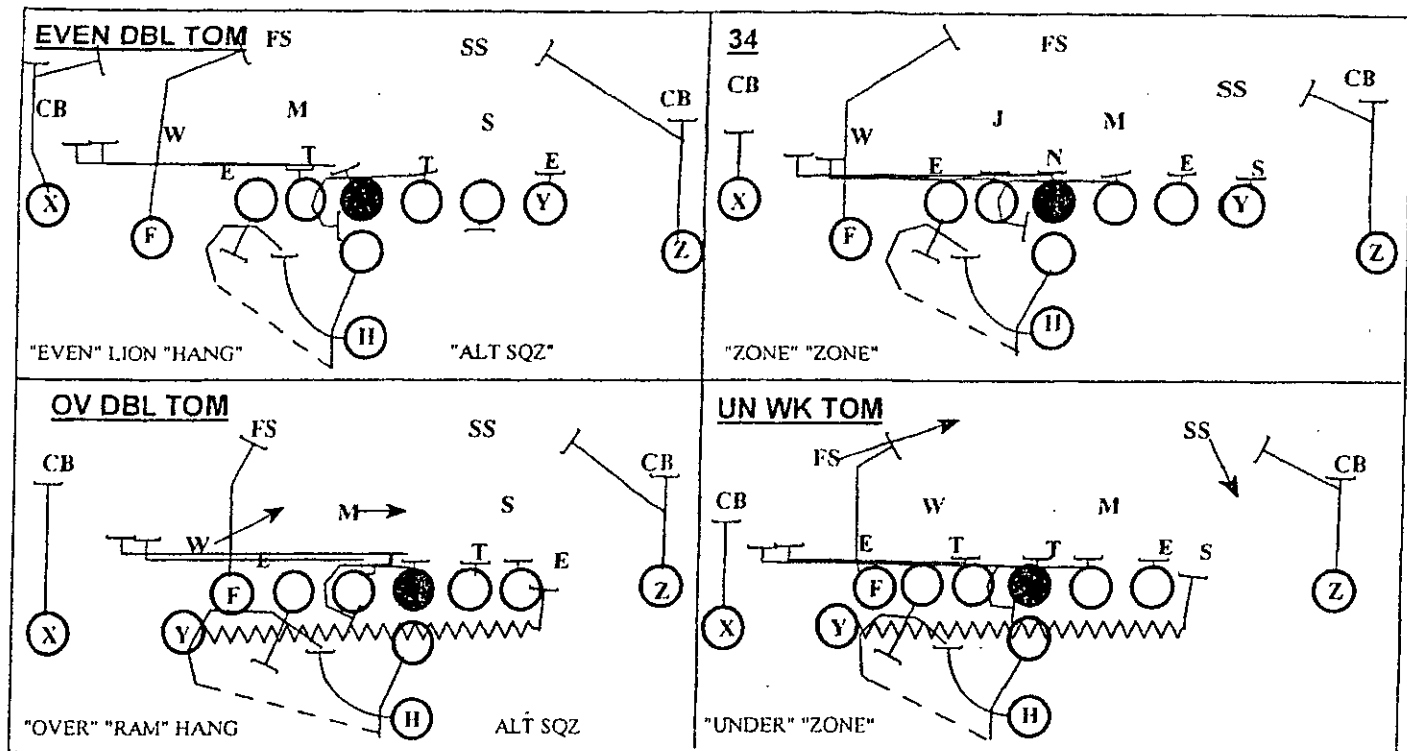
## Y

PASS SET AND BLOCK #3.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO  
CALL.

X/Z

PASS RELEASE, BLOCK FORCE

# PROTECTION: R 335 STAY SC LT TO H



## DESCRIPTION:

A Playaction Screen designed to look like our 335 Stay Protection, this is a 3 count screen.

**QB**

Ride 35 steps play fake, gain depth to 9 yards and set up in strong B-Gap, see the screen throw back to HB!

**F**

run route called, block assigned defender.

**H**

Check will to FS 3 count release on the inside hip of the guard - alt heavy.

## BACKSIDE

Block Stay Pro, Alert Squeeze, you are the Rat Killer, look to take over NG in Under or 34 Defense

Block Stay Pro, Alert Hang, Squeeze and Out calls.

Block Stay Pro, Alert Squeeze, Out calls.

**C**

Block Stay Pro, 1st out, 2nd out rules.

**G**

Block Stay Pro, 1st out, 2nd out rules, Alert Heavy.

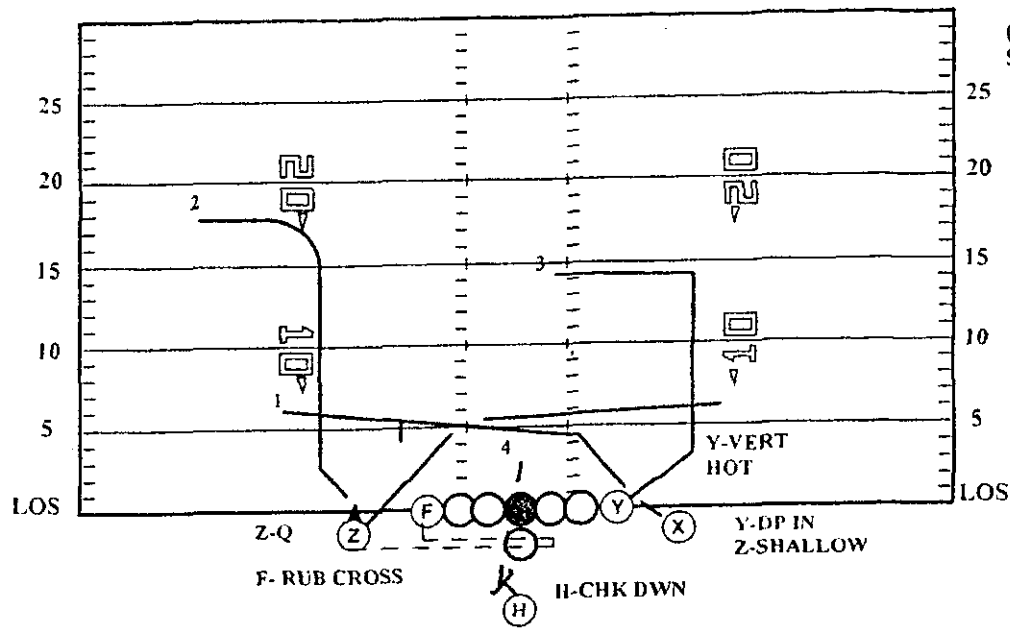
**T**

Block Stay Pro, Overset DE, you are stick.

**Y**

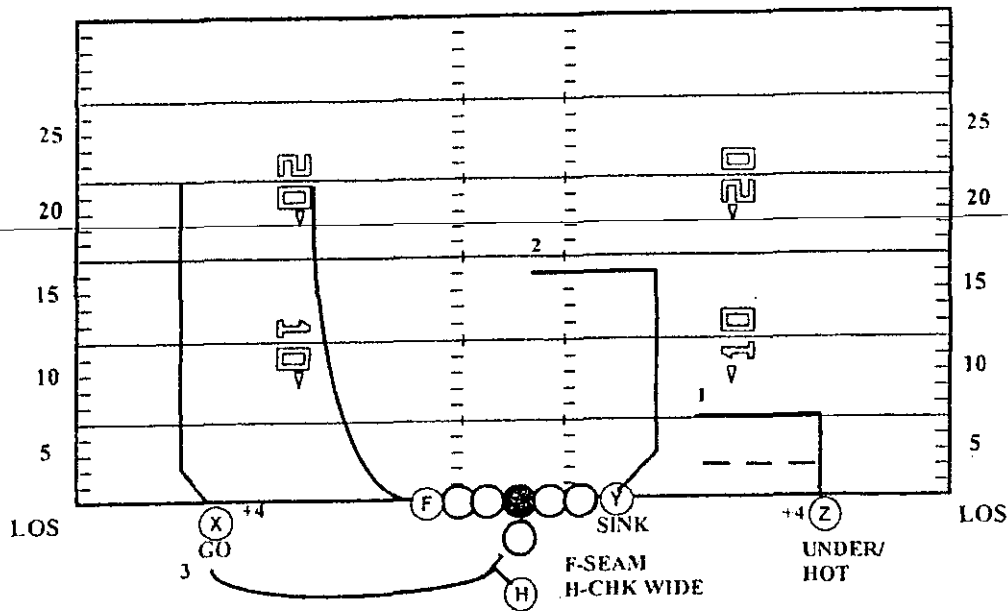
## SCREENSIDE

**62 - CROSS, UNDER**



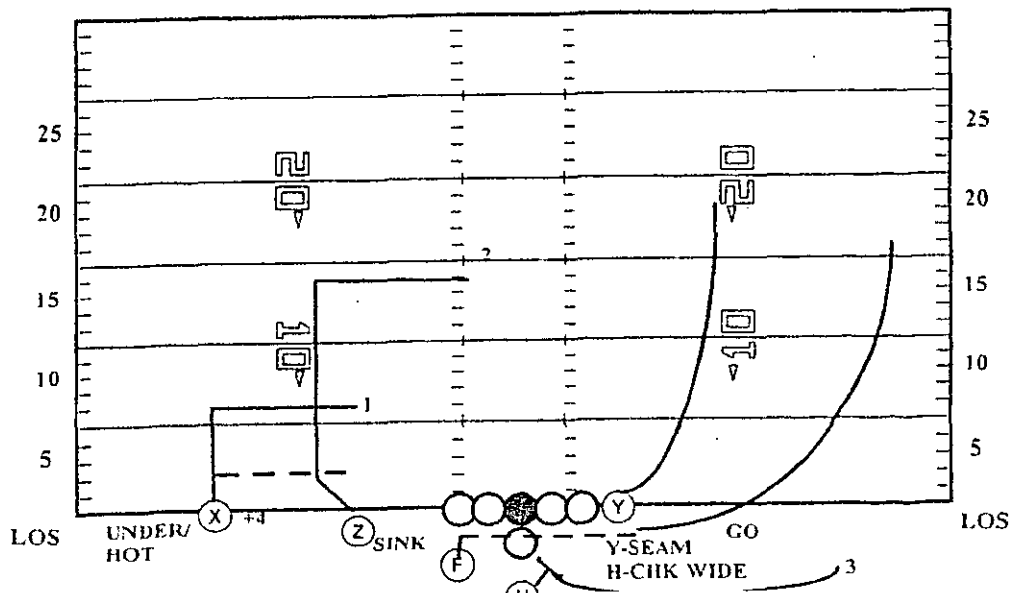
(R/D) 0 ON SWITCH FIG.(0  
SPLIT SWITCH)  
-62 X/F CROSS

-Q/DEEP IN RUNNERS GO 1ST  
1ST TAGGED PLAYER HAS  
SHALLOW / 2ND HAS RUB CROSS



(R/D) O ON  
-62 Z UNDER

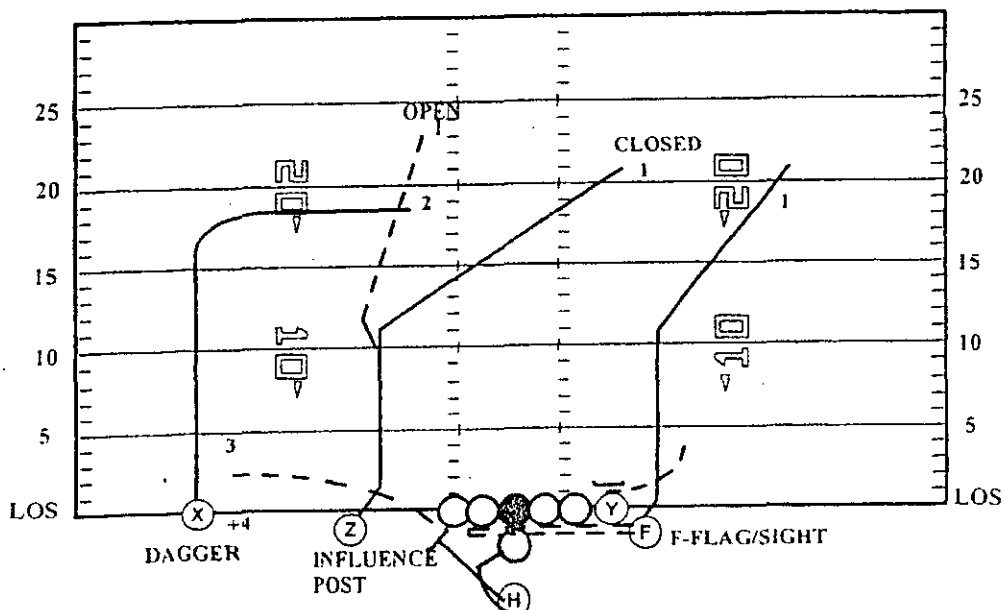
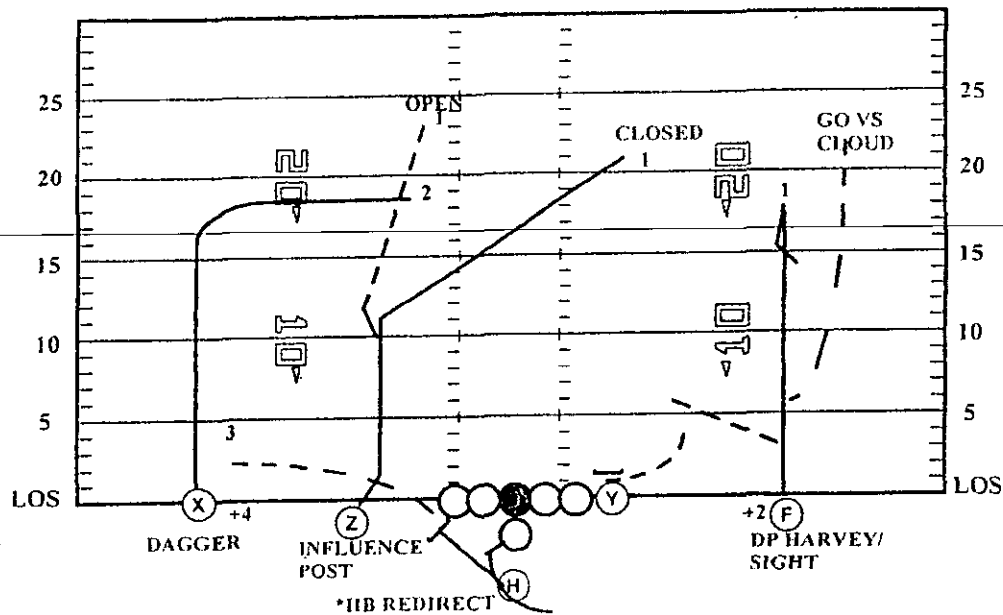
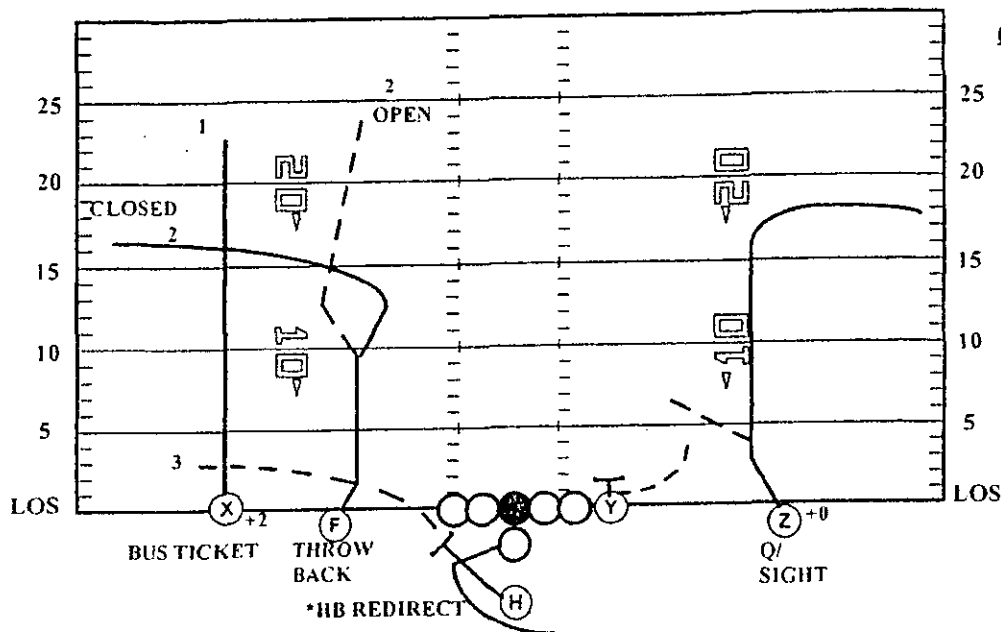
**-SINK- MANDATE  
OUTSIDE RELEASE**



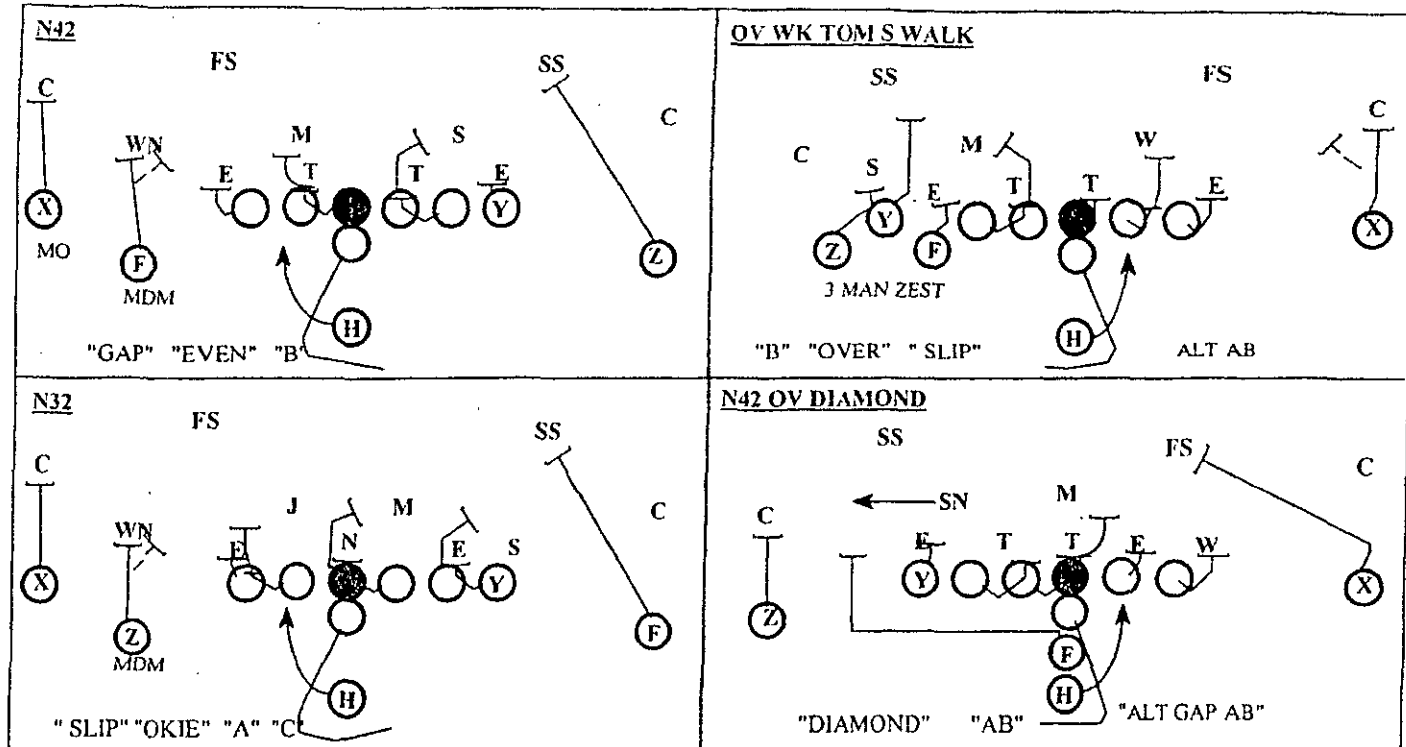
(R/D) 0 WK SLOT FAT  
-63 X UNDER

**-SINK- MANDATE  
OUTSIDE RELEASE**

# RIDE 335 STAY- THROWBACK, INDIGO



# RUN: RIDE 35 / 34 WEAK



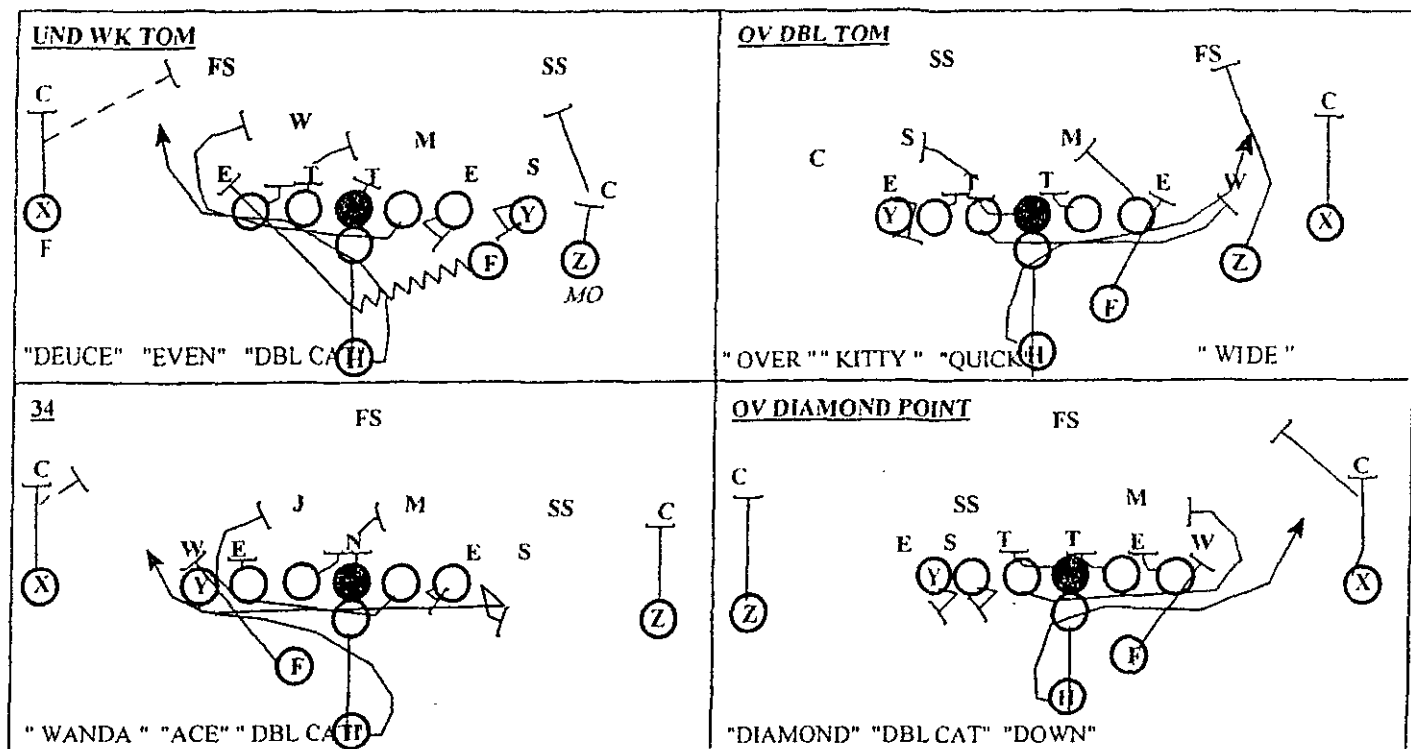
<p><b>DESCRIPTION:</b></p> <p>OPEN SIDE ZONE PLAY - POSS. KILL OR ALERT PLAY.</p>	<p><b>QB</b></p>	<p>OPEN AT 5/7 O'CLOCK, SECOND STEP ADJUST, GET THE BALL TO BACK AS DEEP AS POSSIBLE. EXTEND AND SHOW BALL EARLY. SELL NAKED FAKE AWAY AND SET UP BEHIND CENTER.</p>
	<p><b>F</b></p>	<p>MDM OUT OF BOX</p>
	<p><b>H</b></p>	<p>OPEN CROSSOVER DOWNHILL WITH SHOULDERS SQUARE TO LOS. ATTACK INSIDE HIP OF PLAYSIDE TACKLE - READ 1ST COVERED OL, POSSIBLE ROLL BACK.</p>

## FRONTSIDE

## BACKSIDE

<p>BLOCK #0 TO ONL Ber: ALERT GAP, AB &amp; ORNG/YLOW CALLS, GAP AB CALLS.</p> <p>BLOCK #1. ALERT GAP, SLIP &amp; ORANGE/YELLOW CALLS, CHIP CALLS, GAP AB CALLS.</p> <p>BLOCK DE. WIDE DRIVE BLOCK. ALERT FAN &amp; SLIP CALLS.</p> <p>4/5 HOLE FORCE. , ZEST</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>BLOCK #1. CUT OFF. ALERT A, B, AB &amp; ORANGE/YELLOW CALLS, SLAP CALLS, GAP AB CALLS.</p> <p>BLOCK #2. CUT OFF. ALERT B, AB, C, SUP &amp; MINGO CALLS, SLAP CALLS AND GAP AB CALLS.</p> <p>BLOCK #3. CUT OFF. ALERT B, C, SUP &amp; MINGO CALLS.</p> <p>4/5 HOLE FORCE. , ZEST</p>
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# RUN: MID 35/4 KICK



<p><b>DESCRIPTION:</b></p> <p>WK SIDE MISDIRECTION PLAY THAT SEPARATES THE DEFENSE. THE FB WILL CUT THE E.M.O.L. AND THE GUARD PULLS FOR THE WLB.</p>	<p><b>QB</b></p>	<p>OPEN ON MIDLINE AWAY FROM THE HOLE. GET THE BALL TO THE BALL CARRIER AS DEEP AS POSSIBLE. THEN SET UP.</p>
	<p><b>F</b></p> <p><b>H</b></p>	<p>CUT E.M.O.L. - IF HE PENETRATES UPFIELD, TRAP E.M.O.L.</p> <p>OPEN LEAD STEP. READ GUARD.</p>

## FRONTSIDE

## BACKSIDE

<p>ALERT : QUICK , DEUCE AND DOWN CALLS , ACE ALSO.</p> <p>ALERT: DEUCE , DOWN OR WANDA CALLS. "WIDE CALLS"</p> <p>4/5 HOLE FORCE</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>ALERT: QUICK, KITTY, ACE AND DOWN CALLS.</p> <p>PULL TO BLOCK WLB, ALERT "WANDA" CALL , "WIDE" CALL.</p> <p>ALERT: CAT AND DBL CAT, KITTY CALLS.</p> <p>ALERT: DBL CAT OR CUT OFF (KITTY).</p> <p>4/5 HOLE FORCE.</p>
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# RUN: H 45 (44) BASE OPPOSITE

<p><u>UND WK TOM</u></p> <p>FS SS</p> <p>"UNDER" ALERT HVY "A" ALT RIFLE "</p>	<p><u>OV DBL TOM</u></p> <p>SS FS</p> <p>"SET B" "OVER" "CHIP"</p>
<p><u>34</u></p> <p>FS SS</p> <p>"FAN" "OKIE" "A" "ALT RIFLE "</p>	<p><u>OV DIAMOND POINT</u></p> <p>SS FS</p> <p>"DIAMOND" "SET B" ALERT HVY</p>

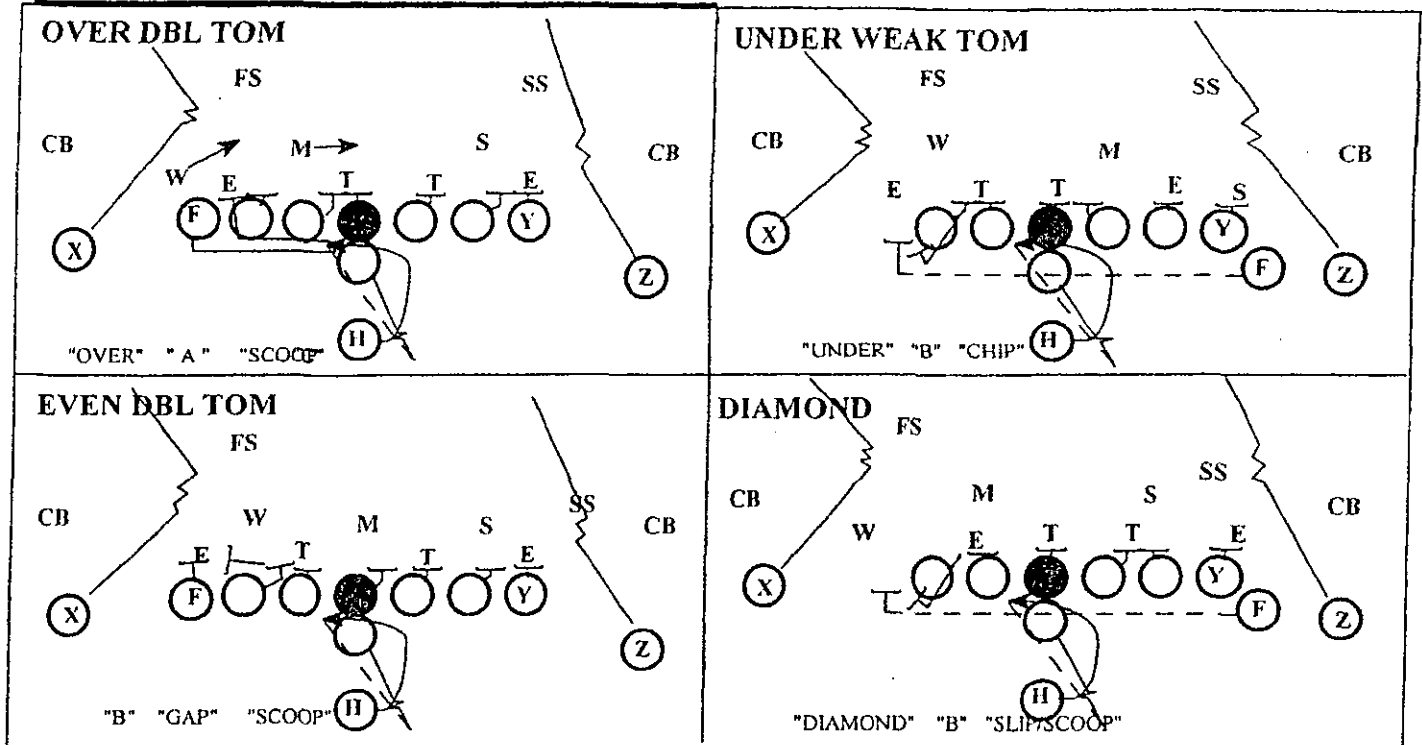
<p><b>DESCRIPTION:</b></p> <p>A TWO BACK WEAKSIDE LEAD DRAW , USING MIS DIRECTION ACTION BY STEPPING BOTH BACKS AWAY FROM THE CALL..</p>	<p><b>QB</b> DROPBACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.</p> <p><b>F</b> DRAW STEPS OPP. OF CALL - ENTER OFF FIRST COVERED OL PLAYSIDE TO BLOCK WILL , STRIKE DOWN THE MIDDLE.</p> <p><b>H</b> DRAW STEPS OPP. OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.</p>
--	---

## FRONTSIDE

## BACKSIDE

<p>PASS SET AND BLOCK #0. ALERT HOLE, RAM/LION &amp; ORANGE/YELLOW, GAP CALLS, CHIP CALLS.</p> <p>PASS SET AND BLOCK #1. ALERT HOLE, SLIP, FAN, HVY &amp; ORANGE/YELLOW, GAP CALLS , CHIP CALLS.</p> <p>PASS SET AND BLOCK DE. ALERT SLIP &amp; WIPE CALLS, ALERT FAN.</p> <p>FORCE</p>	<p><b>C</b></p> <p><b>G</b> PASS SET AND BLOCK #1. ALERT A, B, RAM/LION &amp; ORANGE/YELLOW CALLS, .</p> <p><b>T</b> PASS SET AND BLOCK #2. ALERT B, OUT &amp; ORNG/YLOW CALLS.</p> <p><b>Y</b> PASS SET AND BLOCK #3. ALERT B &amp; OUT CALLS, ALERT RIFLE.</p> <p><b>X/Z</b> PASS RELEASE, BLOCK FORCE.</p>
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# RIDE 34 CUTBACK FLEAFlickER



DESCRIPTION: A FLEAFlickER PASS OFF OUR RIDE 34 RUN PLAY. QB WILL HAND BALL TO HB. AFTER HANDOFF HB WILL SELL RUN AND THEN TURN AND LATERAL BALL BACK TO QB. WE WILL LOOK TO THROW X #1 AND Z#2!!

QB

RIDE FOOTWORK HANDING THE BALL TO HB. GAIN DEPTH AFTER MESH AND RECEIVE LATERAL FROM BACK. WE ARE READING X #1 AND Z#2.

ALERT BLITZ "KEEP IT" CALL FOR HB!!!

F

CUT OFF EMOL

H

OPEN CROSSOVER DOWNHILL, BEND TO BACKSIDE "A" GAP AND MAKE FIRM 2 HAND TOSS BACK TO QB - GET HEAD AROUND FOR PROTECTION, ALERT KEEP IT, KEEP IT CALL BY QB.

## BACKSIDE

BLOCK R-34, ALERT A, B CALLS.

BLOCK R-34, ALERT B, MINGO CALLS.

## FRONTSIDE

C

BLOCK R-34, ALERT A, GAP, CHIP CALLS.

G

BLOCK R-34, ALERT GAP, SLIP, CHIP CALLS.

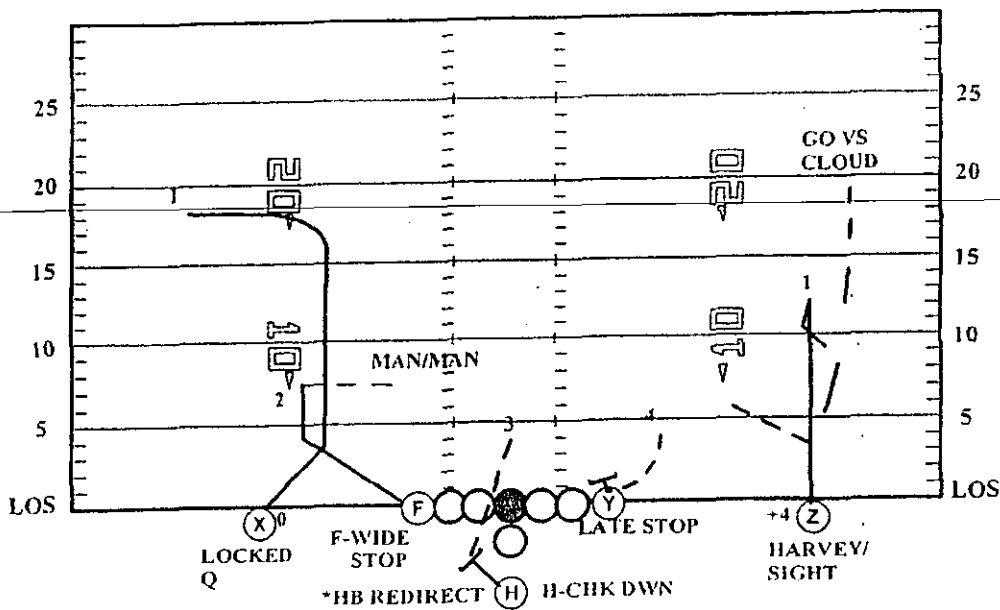
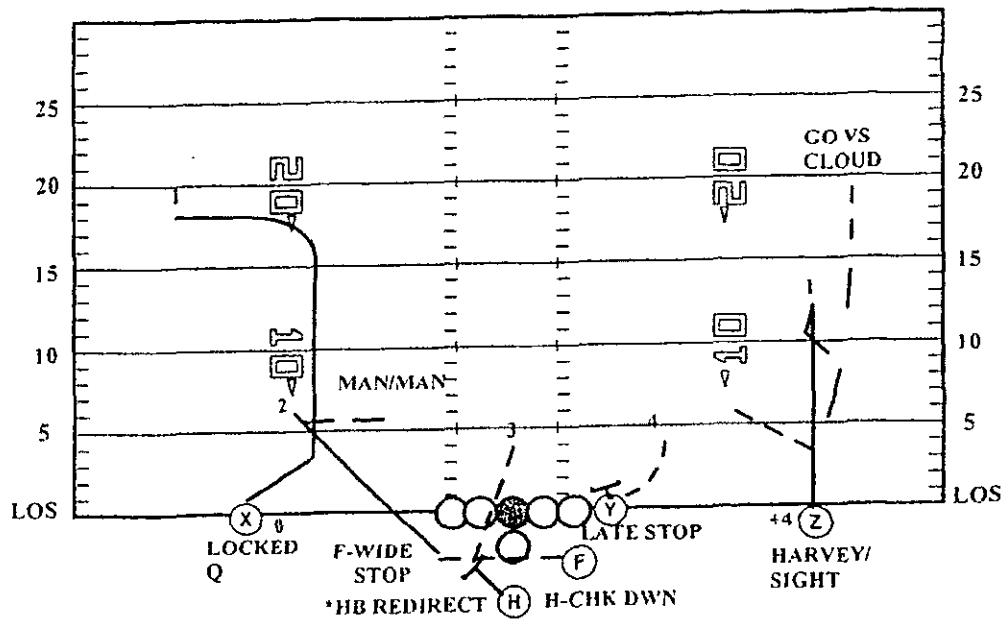
T

BLOCK R-34, ALERT SLIP, SCOOP, OUT CALLS.

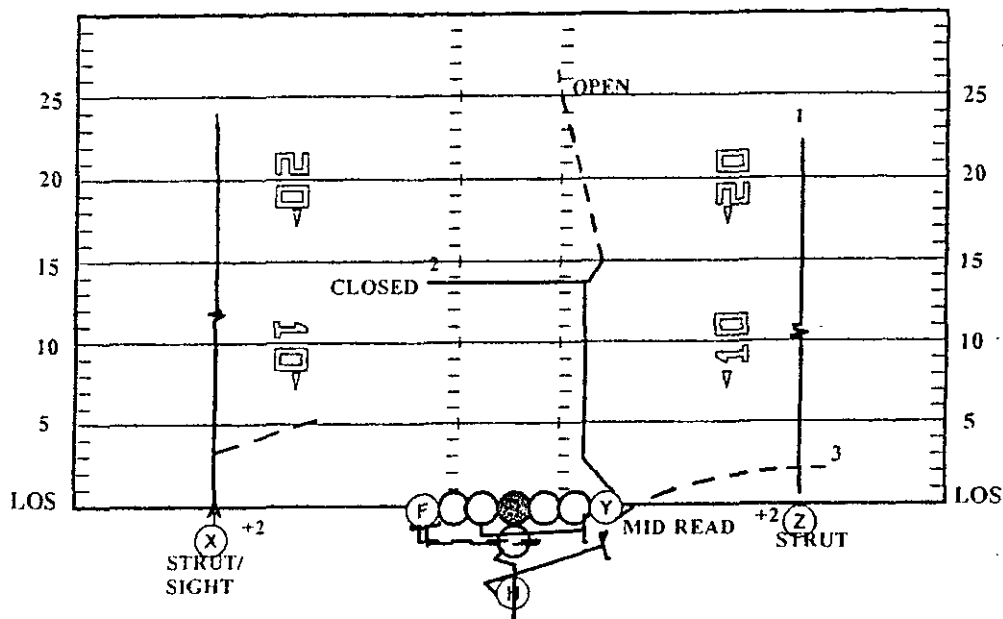
Y

BLOCK R-34 ALERT, SCOOP, SLIP, OUT CALLS.

# 80 - PATRIOT



# JAB 144 COUNTER

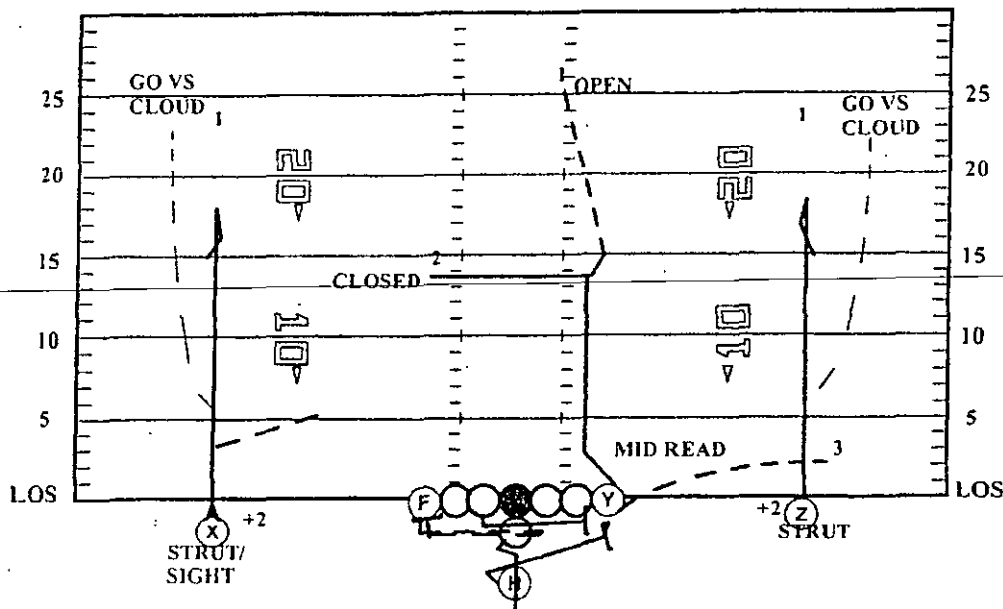


(R/D) 0 ON FIG

-J 144 CTR DOUBLE STRUT

-MIDDLE READ  
NO POST SAFETY  
NEAR SAFETY +4 OR WIDER  
FROM HASH

\*PULLING GUARD C GAP  
HB- D GAP PROTECTOR

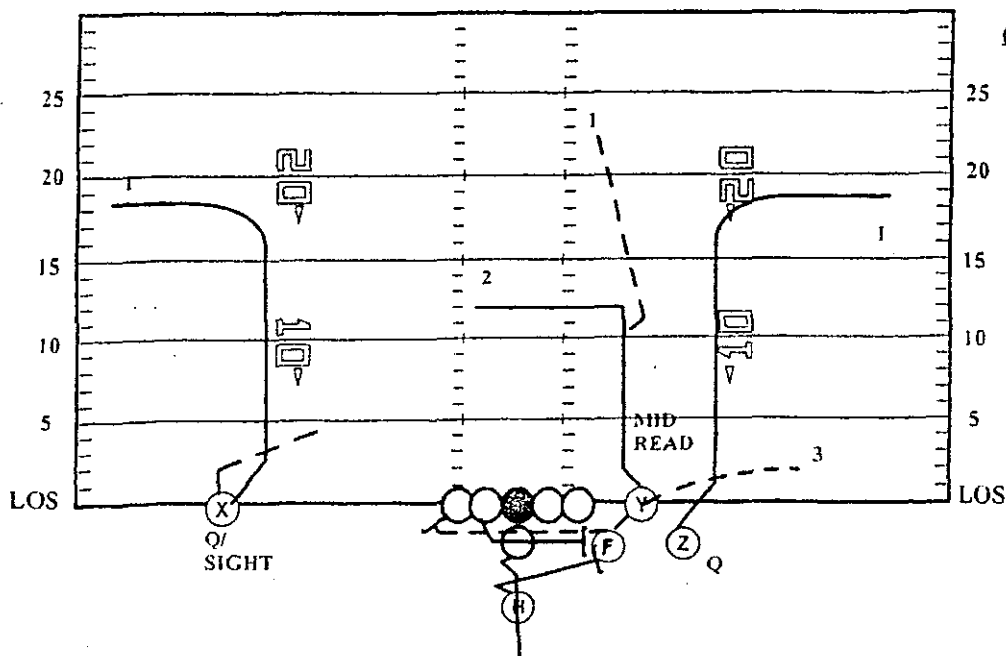


(R/D) 0 ON FIG

-J 144 CTR DOUBLE DEEP HARVEY

-MIDDLE READ  
NO POST SAFETY  
NEAR SAFETY +4 OR WIDER  
FROM HASH

\*PULLING GUARD C GAP  
HB- D GAP PROTECTOR

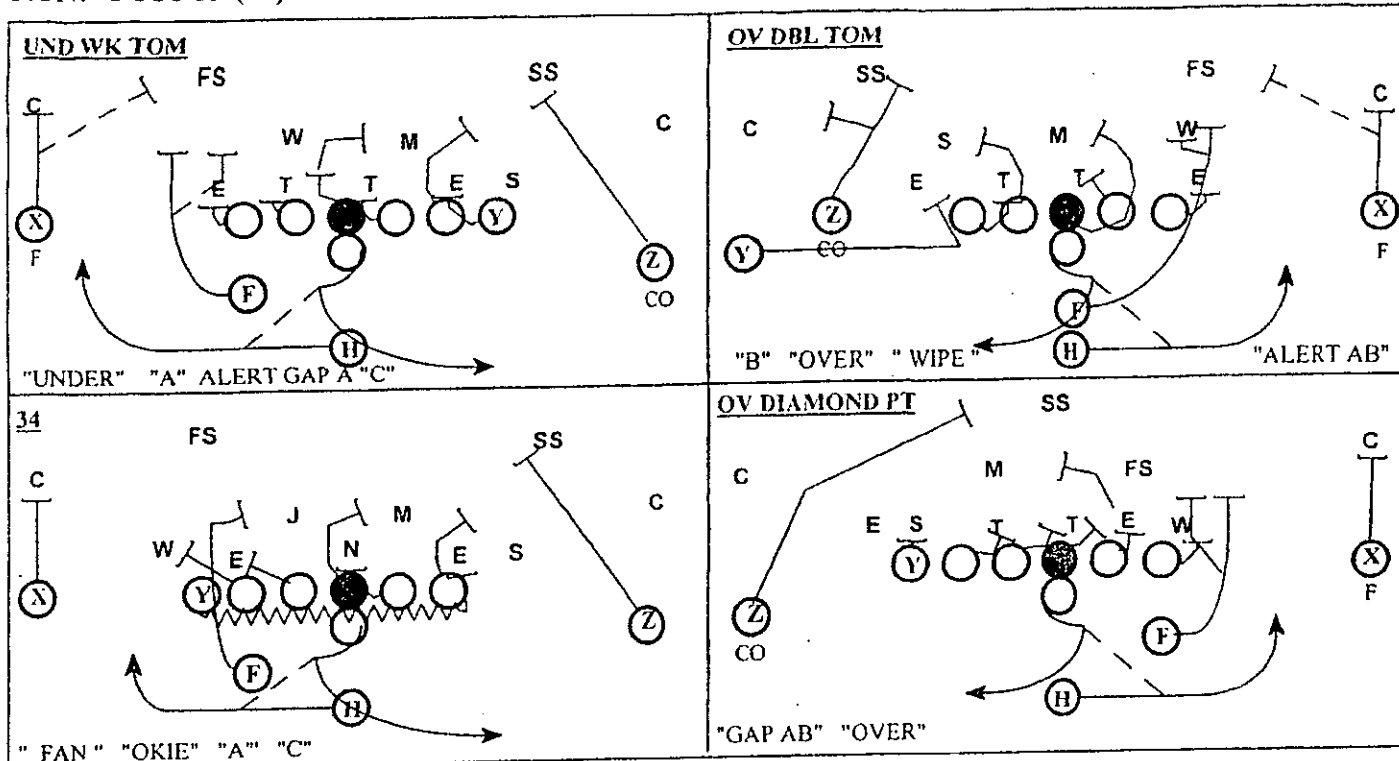


(R/D/B3)-0 TRUMP FAP

-J 144 CTR DOUBLE Q

\*PULLING GUARD C GAP  
HB- D GAP PROTECTOR

# RUN: TOSS 39 (38) BASE



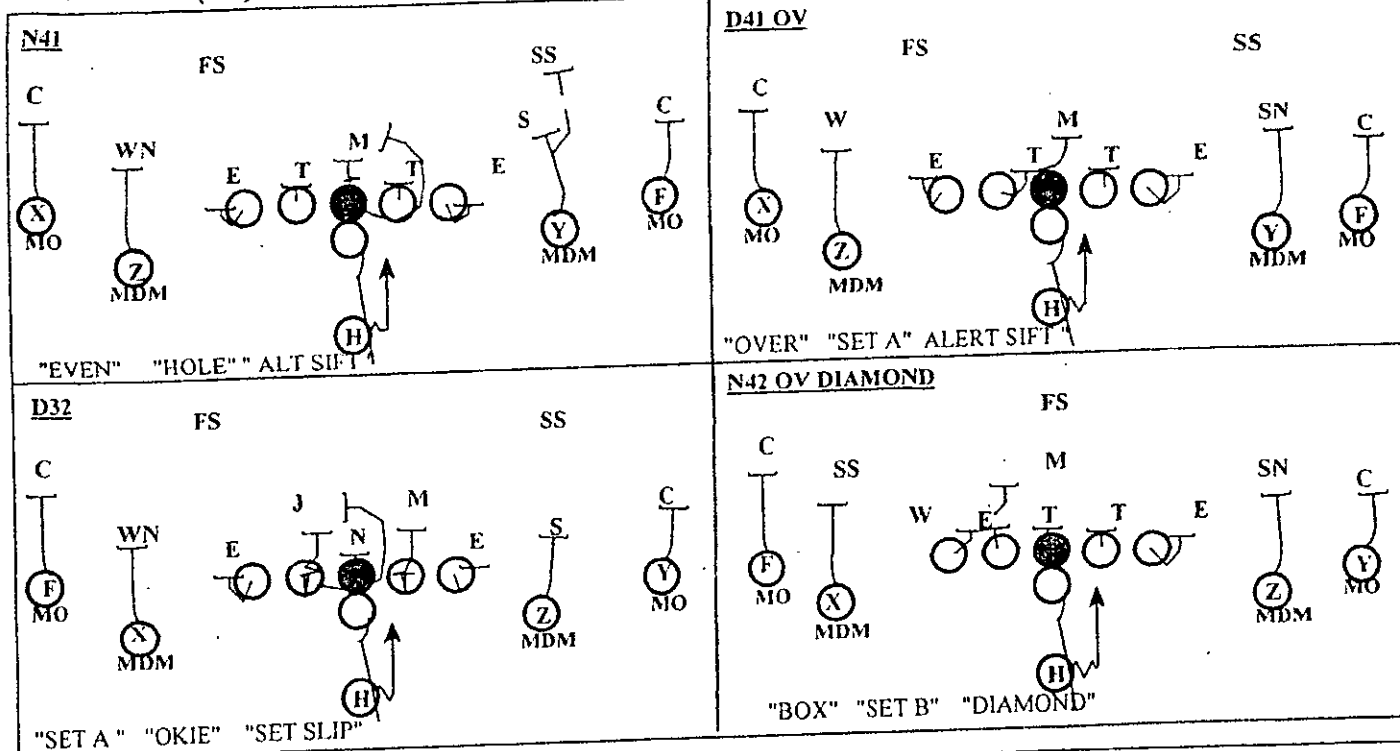
<p><b>DESCRIPTION:</b></p> <p>A WEAKSIDE TOSS PLAY WITH BASE BLOCKING.</p>	<p><b>QB</b></p>	<p>REVERSE PIVOT-TOSS BALL TO BALL CARRIER. SELL NAKED ACTION.</p>
	<p><b>F</b></p>	<p>BLOCK WILL *ALERT WIDE END, OT MAY SIGNAL YOU TO BLOCK END.</p>
	<p><b>H</b></p>	<p>OPEN, SHUFFLE, RECEIVE TOSS RUN A STRETCH COURSE AND KEY EMOL BLOCK.</p>

## FRONTSIDE

## BACKSIDE

<p>BLOCK #0. REACH BLOCK. ALERT GAP, GAP A, A, GAP AB AND WIPE CALLS.</p> <p>BLOCK #1. REACH BLOCK. ALERT GAP, GAP A, SLIP, WIPE AND GAP AB CALLS, FAN CALLS.,</p> <p>BLOCK DE. REACH BLOCK. ALERT SLIP CALLS, VS. WIDE END SIGNAL BACK AND SLIP WITH GUARD, FAN CALLS..</p> <p>9 HOLE FORCE.</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>X/Z</b></p>	<p>BLOCK #1. CUT OFF. ALERT A, B AB &amp; GAP AB CALLS.</p> <p>BLOCK #2. CUT OFF. ALERT B, AB, C, SUP &amp; GAP AB CALLS.</p> <p>BLOCK #3. CUT OFF. ALERT B, C, SUP CALLS.</p> <p>CUT OFF (ALERT BOX CALL IN SLOT.)</p>
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# RUN: N40 (41)



## DESCRIPTION:

A ONE BACK WEAKSIDE DRAW.

QB

DROPPACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 0/1 HOLE TAG..

F

MAN ON.

H

DRAW STEPS. PRESS FRONTSIDE GUARD- FROM OFFSET POSITION SHUFFLE PARRALLEL TO PLAYSIDE GUARD, THEN PRESS LOS.

## FRONTSIDE

PASS SET AND BLOCK MAN ON OR REMANING LBer IN BOX.  
ALERT HOLE, WIPE, A, LION/RAM & ORNG/YLOW CALLS.  
2 LB'S IN BOX GO FRONTSIDE.

PASS SET AND BLOCK #1.  
ALERT HOLE, WIPE, SLIP, LION/RAM, FAN CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP, FAN & WIPE CALLS.

MAN ON

C

G

T

Y

X/Z

PASS SET AND BLOCK #1.  
ALERT, A, B, RAM/LION, HOLE & ORANGE/YELLOW CALLS.

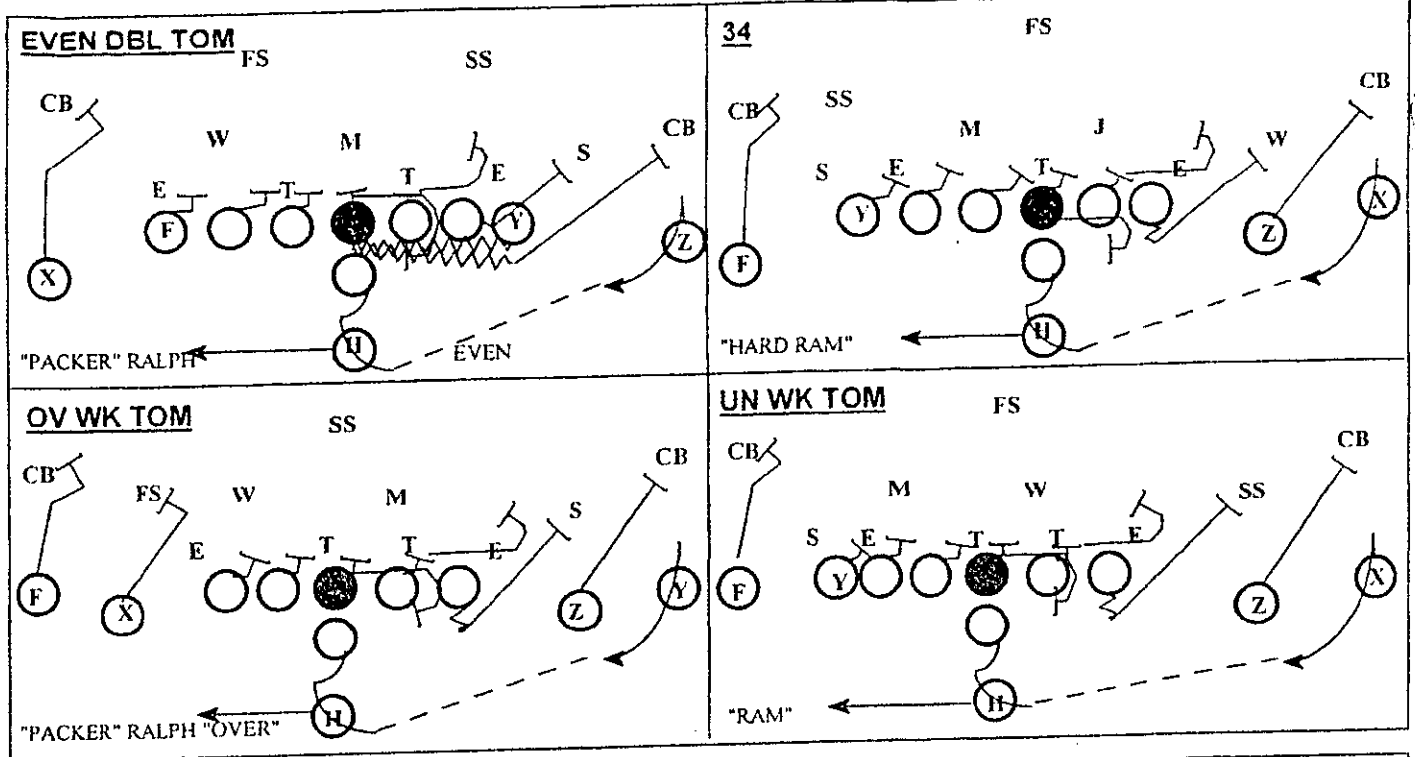
PASS SET AND BLOCK DE.  
ALERT B & FAN CALLS.  
CP-VS 6 MAN BOX SET AND SIFT (BOX CALL)..

MOST DANGEROUS OUT OF BOX

M.D.M. OUTSIDE OF BOX

## BACKSIDE

# PROTECTION: TOSS 39 ROCKET SCREEN RT TO X



## DESCRIPTION:

A play action screen designed to get the ball in space to a WR.

Note: Can also be run with Toss Base or Ride Wk Action.

**QB**

TOSS BALL MECHANICS - ONE STEP FIND PASSING LANE TO WR.

**F**

9 hole cutoff rules.

**H**

FAKE TOSS 39

## CALLSIDE

Block 91 Pro, Alert Packer, Ralph/Lester, (Hard) Ram/Lion.

Block 91 Pro, alert Packer Ralph/Lester.

Block 91 Pro, alert Packer.

## SCREENSIDE

**C**

Block 91 Pro: Alert Packer, Ralph/Lester, (Hard) Ram/Lion, you are the Rat Killer.

**G**

Block 91 Pro, quick set, you are 2nd out looking for 1st bubble backer. Alert Ram/Lion

**T**

Quick set end and release to block. Support over Slot, be physical with End.

**Y**

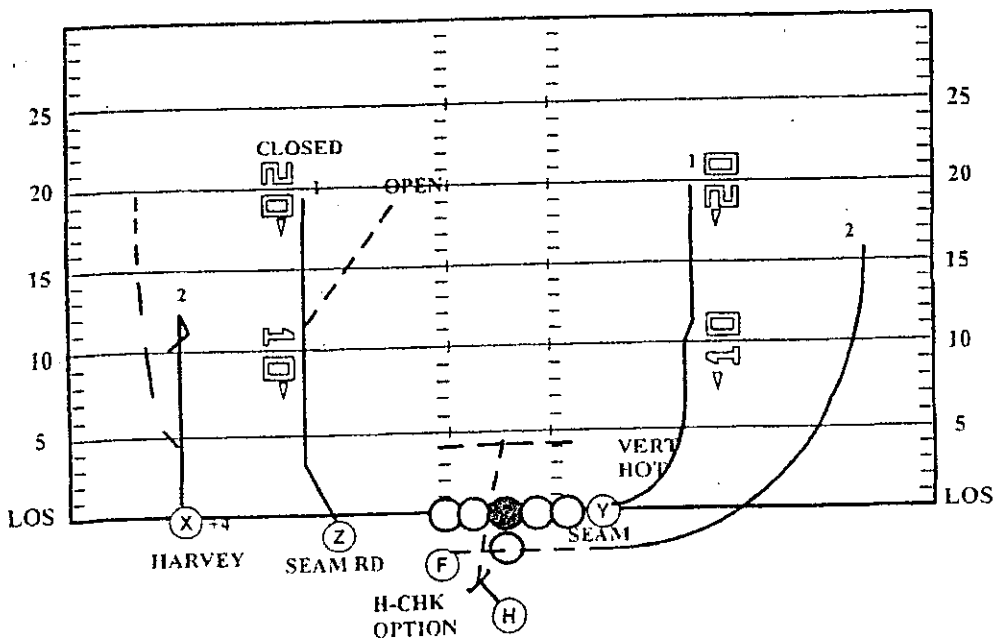
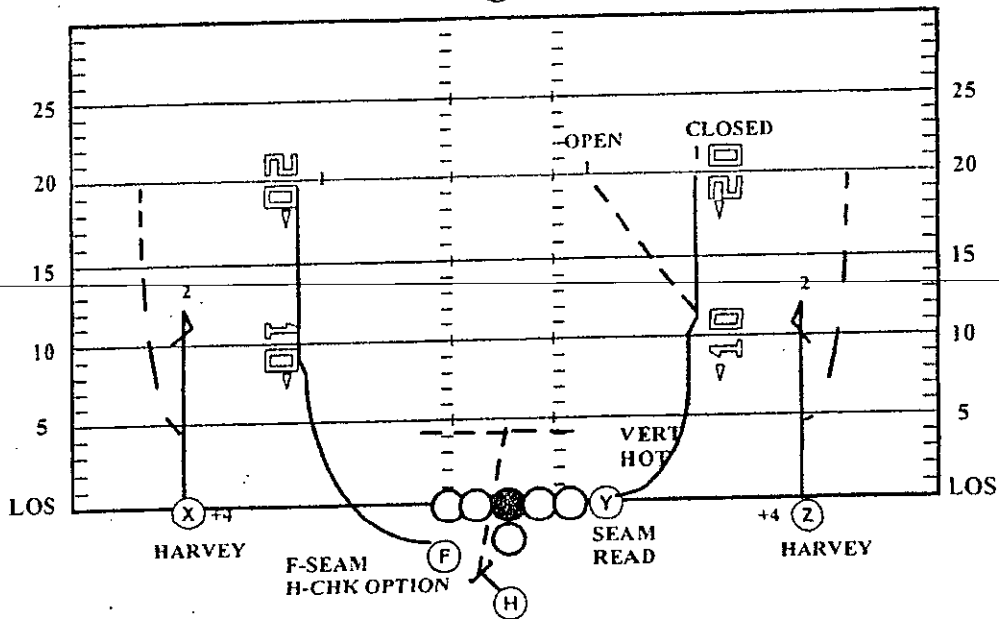
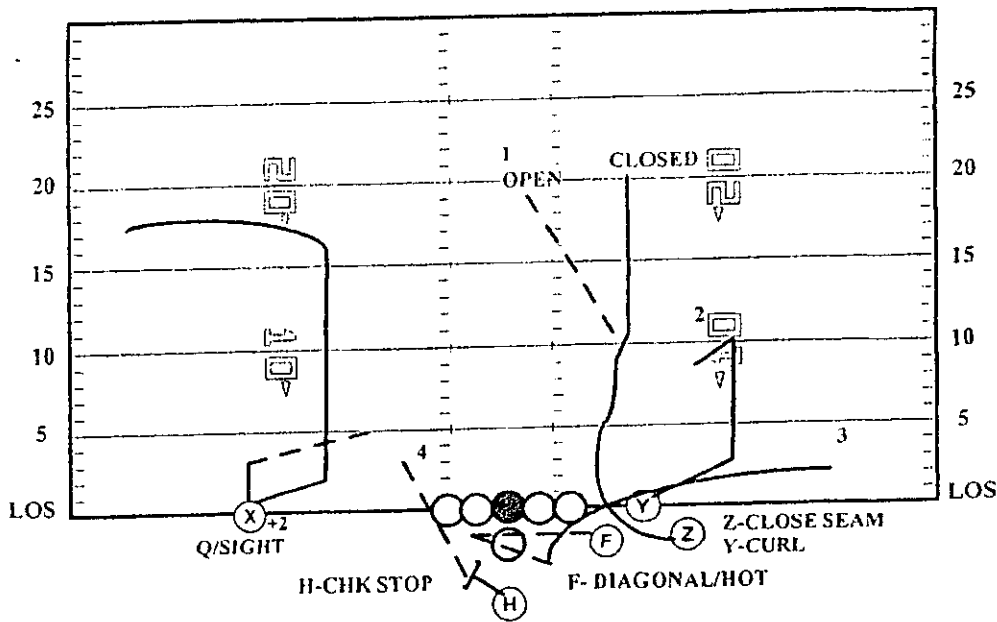
**Z**

blk. man over x

**X**

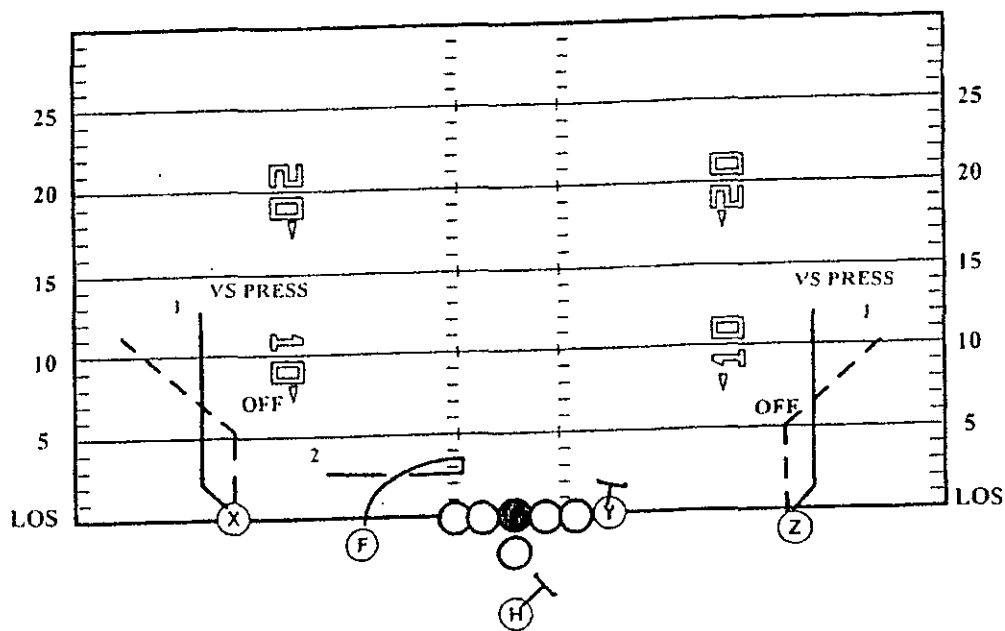
rocket tech. catch ball on inside edge of #.

# 62 - RED, ALL GO(Y)

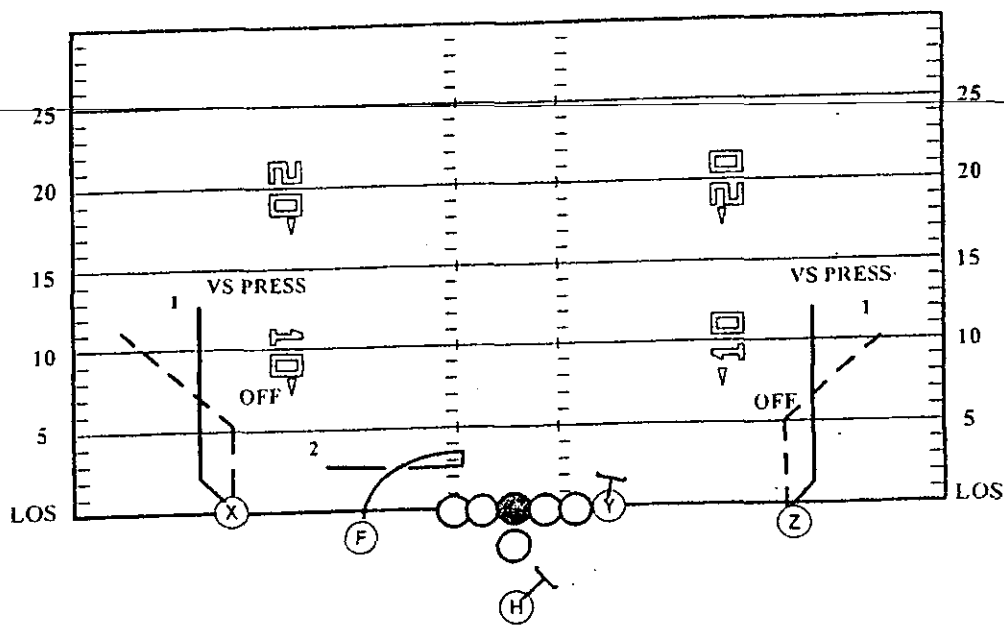




# QUICK 90 - FADE, VENUS

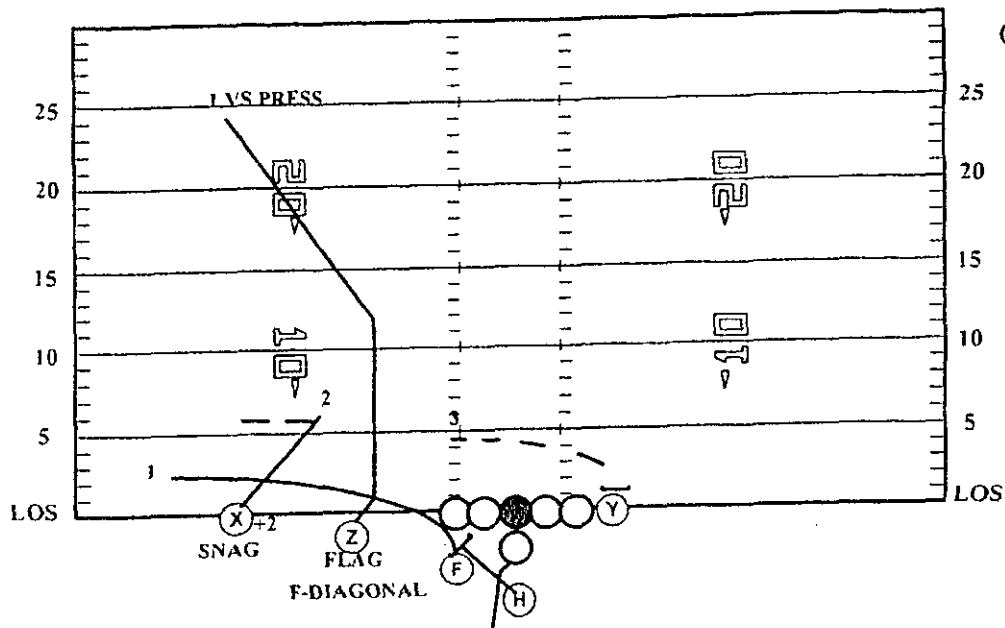


(R/D/H) 0 HALF  
-QUICK 90 FADE



(R/D/H) 0 HALF  
-QUICK 90 VENUS

**SPIDER 137 - SNAG**



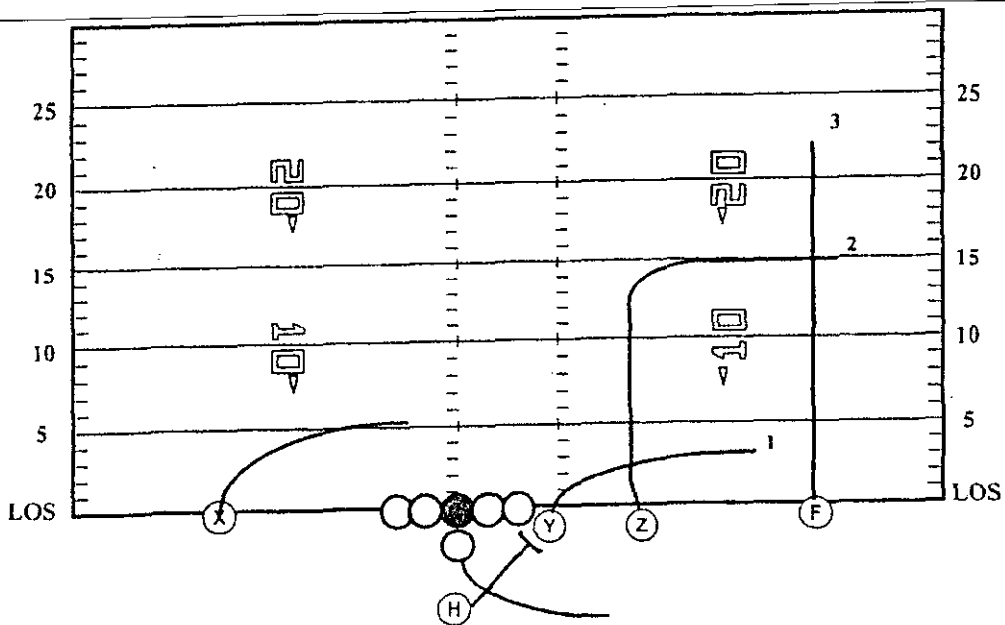
(REG/DET)-0 WEAK SLOT

-SPIDER 137 X SNAG

**-Y- BLK #4 STING  
RELEASE SHALLOW**

SNAG- LOOK FOR RUB VS  
MAN  
SIT INSIDE FIRST FLAT  
DEFENDER VS ZONE

218 - SAIL

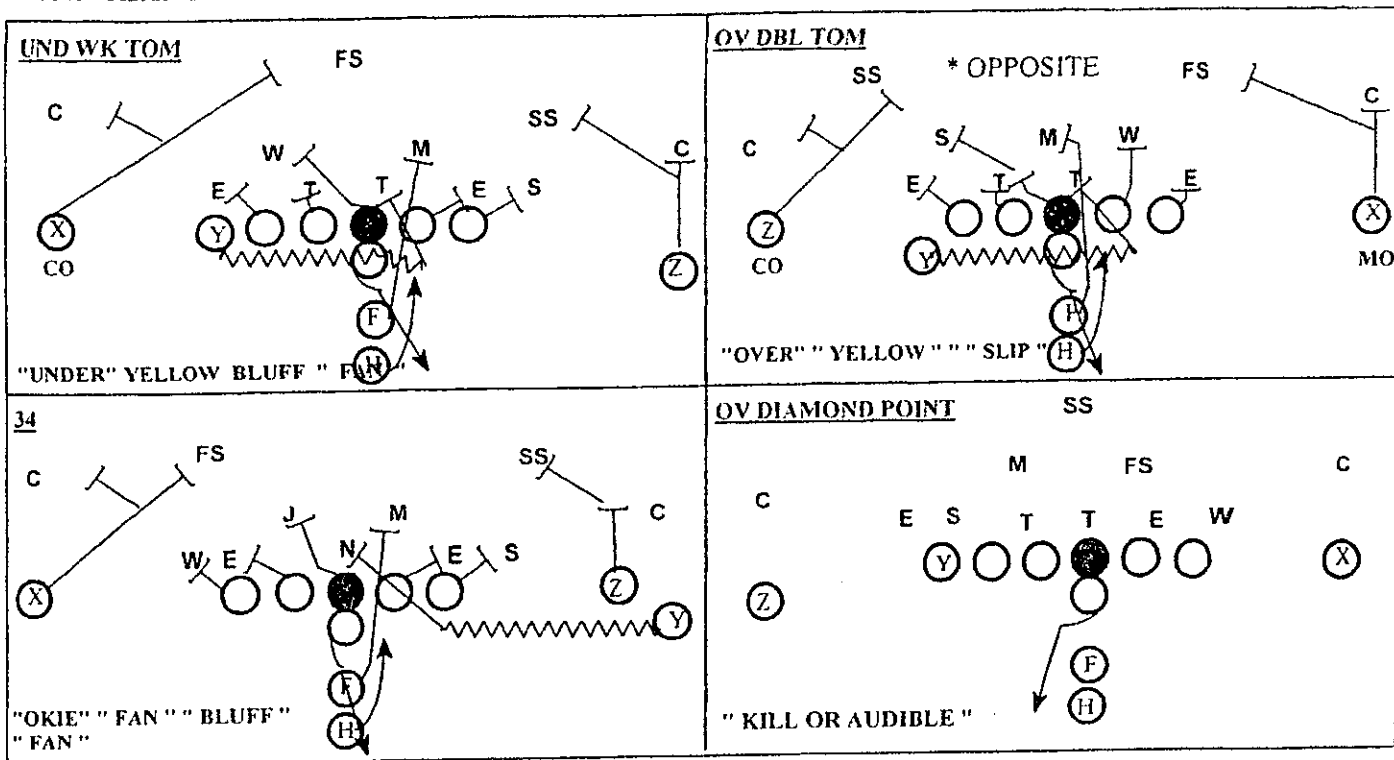


(R/D/H) - 0 OUT

-218 Z SAIL

-Y SLOW DIAGONAL

# RUN: SLANT 32-3 YAM



<p><b>DESCRIPTION:</b></p> <p>SEPARATION PLAY USING THE Y AS THE CUTTER, THE FB ALWAYS BLOCKS THE MIKE. O-LINE HAS W &amp; SLB, WE MAY WANT TO "ALERT" THIS TO THE GUARD BUBBLE.</p>	<table border="1"> <tr> <td><b>QB</b></td><td>REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.</td></tr> <tr> <td><b>F</b></td><td>ENTER LIKE BALL CARRIER AND BLOCK MIKE.</td></tr> <tr> <td><b>H</b></td><td>JAB LEAD TOWARD HOLE. READ F BLOCK.</td></tr> </table>	<b>QB</b>	REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.	<b>F</b>	ENTER LIKE BALL CARRIER AND BLOCK MIKE.	<b>H</b>	JAB LEAD TOWARD HOLE. READ F BLOCK.
<b>QB</b>	REVERSE OUT AT 6:00 O'CLOCK. GET THE BALL AS DEEP AS YOU CAN TO THE BALL CARRIER. SET UP BEHIND CENTER.						
<b>F</b>	ENTER LIKE BALL CARRIER AND BLOCK MIKE.						
<b>H</b>	JAB LEAD TOWARD HOLE. READ F BLOCK.						

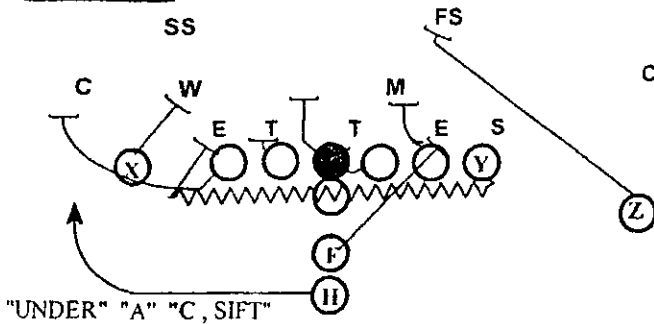
## BACKSIDE

## FRONTSIDE

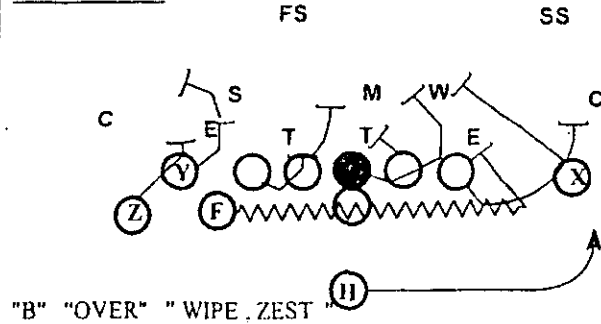
<p>ODD FRONT: GO AWAY FROM CALL TO WK LB. EVEN FRONT: GO TO CALL AND BLOCK SLB.</p> <p>ALERT: FAN, SLIP, FRISCO AND ORANGE/YELLOW</p> <p>ALERT: FAN, FRISCO AND SLIP CALLS.</p> <p>2/3 HOLE FORCE</p>	<table border="1"> <tr> <td><b>C</b></td><td></td></tr> <tr> <td><b>G</b></td><td>ALERT: FAN, ORANGE &amp; YELLOW CALLS OR BASE 3-TECH.</td></tr> <tr> <td><b>T</b></td><td>ALERT: FAN OR MAN ON.</td></tr> <tr> <td><b>Y</b></td><td>CUT THE DEFENSE USING BONG TECHNIQUE, 1-TECH OR BACKSIDE DT.</td></tr> <tr> <td><b>X/Z</b></td><td>2/3 HOLE FORCE.</td></tr> </table>	<b>C</b>		<b>G</b>	ALERT: FAN, ORANGE & YELLOW CALLS OR BASE 3-TECH.	<b>T</b>	ALERT: FAN OR MAN ON.	<b>Y</b>	CUT THE DEFENSE USING BONG TECHNIQUE, 1-TECH OR BACKSIDE DT.	<b>X/Z</b>	2/3 HOLE FORCE.
<b>C</b>											
<b>G</b>	ALERT: FAN, ORANGE & YELLOW CALLS OR BASE 3-TECH.										
<b>T</b>	ALERT: FAN OR MAN ON.										
<b>Y</b>	CUT THE DEFENSE USING BONG TECHNIQUE, 1-TECH OR BACKSIDE DT.										
<b>X/Z</b>	2/3 HOLE FORCE.										

# RUN: TOSS 39 (38) CRACK

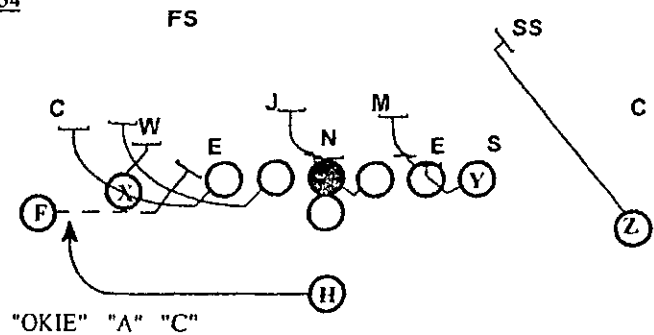
## UND WK TOM



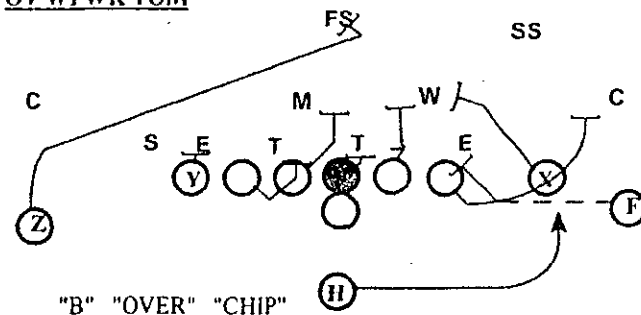
## OV DBL TOM



34



## OV WL WK TOM



### DESCRIPTION:

CUT AND SEAL THE DEFENSE FROM A 2X2 FORMATION.

QB

REVERSE PIVOT-TOSS BALL TO BALL CARRIER. SELL BOOT ACTION.

F

MOTION CRACK EMOL, IF IN 2 BACK SET GO TO BACKSIDE AND BLOCK E.M.O.L.

H

OPEN, CROSSOVER PARALLEL TO LOS, ACCEPT TOSS, STRETCH CORNER. CHASE TACKLE OUTSIDE #.

## FRONTSIDE

ALERT: A, GAP A, CLIFF AND WIPE CALLS.

ALERT: YOU, TAG, GAP AND WIPE CALLS, CHIP CALL ALSO.

ALERT: TAG, YOU CALL, PULL FOR FORCE

BLOCK 1ST MAN OUTSIDE F'S BLOCK.

C

G

T

Y

X/Z

## BACKSIDE

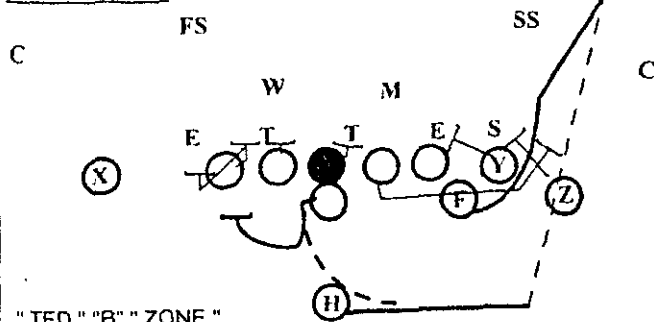
ALERT: A, GAP A, B AND CLIFF CALLS.

ALERT: B, SIFT AND C OR SUP CALLS.

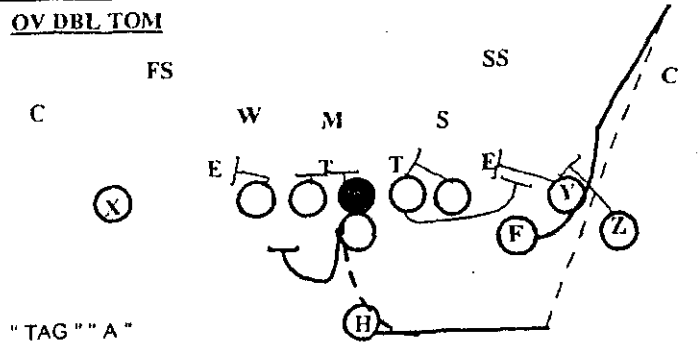
ALERT: C, SUP OR CUT OFF.

CUT OFF

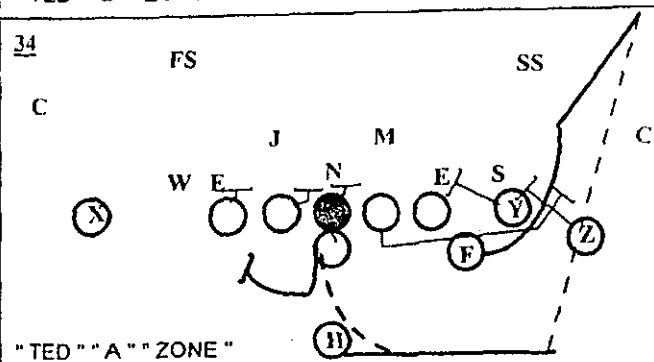
UND WK TOM



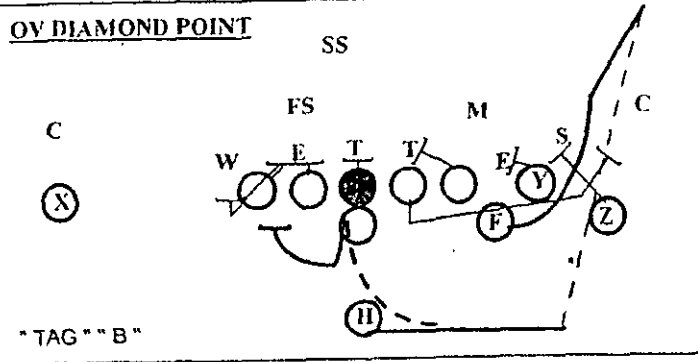
" TED " "B" " ZONE "



"TAG" "A"



"TED" "A" "ZONE"



"TAG" "B"

DESCRIPTION: A HB PASS OFF OF OUR T-38 GATOR. WE ARE LOOKING TO SELL THE T38 SCHEME AND THEN HB THROWS THE BALL DOWN FIELD TO F RECEIVER.

**QB**

TOSS FOOTWORK AND MECHANICS LOOK TO HELP  
BACKSIDE IN PROTECTION!!

F

~~RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!~~

H

OPEN AND GO, SELL RUN - THROW THE BALL DOWN  
FIELD TO F.

## BACKSIDE

ALERT A, B CALLS, SEE THE MIKE.

ALERT B OR BASE VS. WANDA LOOK, NO 2 GUYS, SET  
AND SIFT, SEE WLB, RUN THRU.

# FRONTSIDE

C

ALERT A, ZONE, GAP CALLS, SEE THE MIKE.

# G

ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO  
DOWN FIELD.

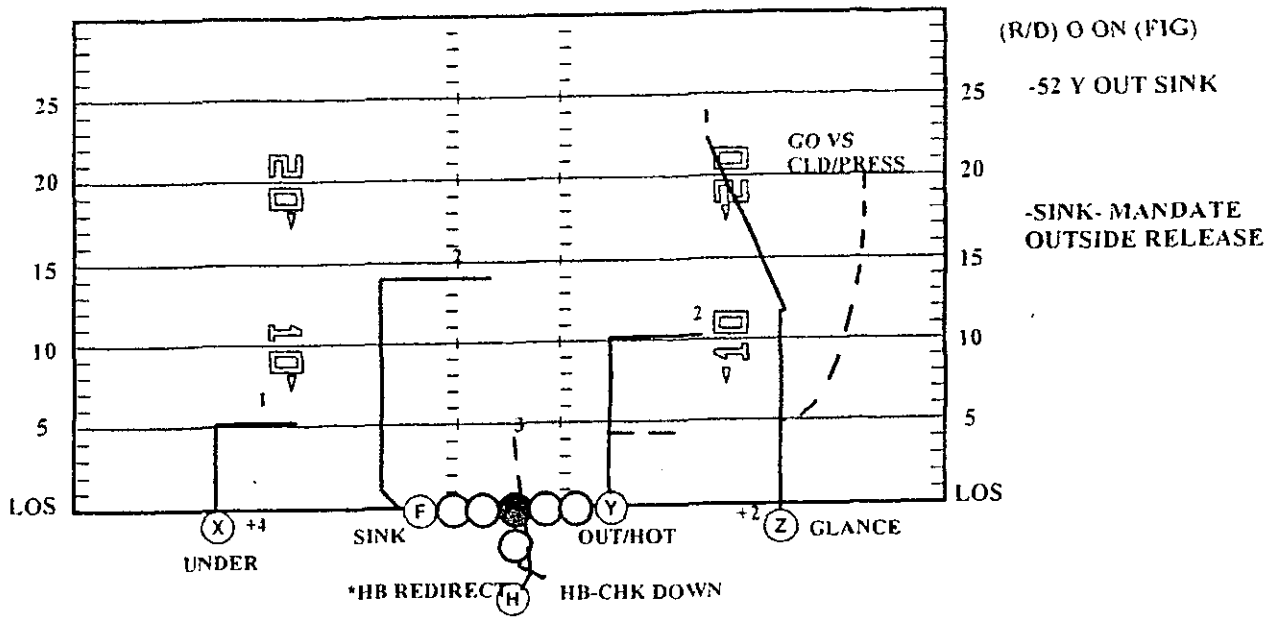
**T**

ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN  
FIELD.

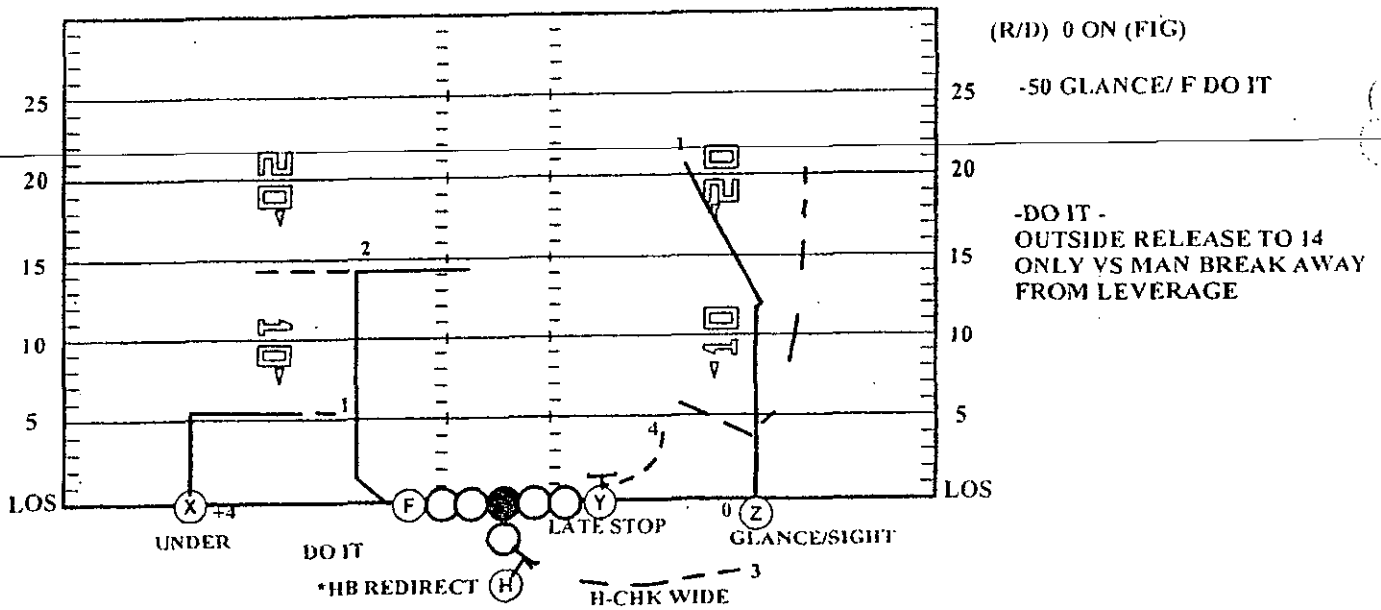
Y

POINT BLOCK FIRST DEFENDER INSIDE.

52 - Y OUT SINK



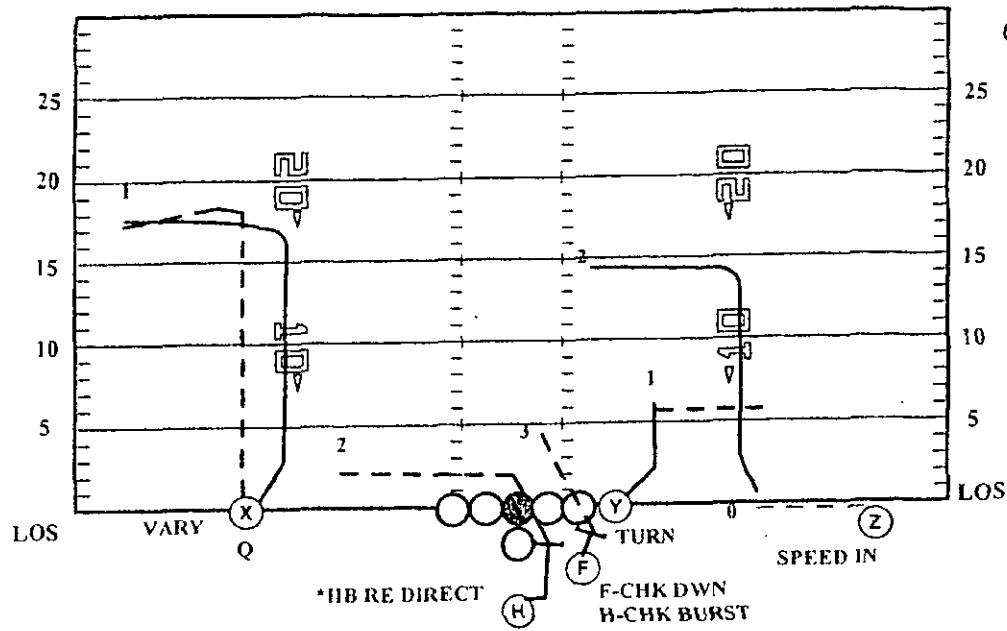
**50 - DO IT**



# R-134 - DOMINO, DIG

(R/D) 0 STR ZING

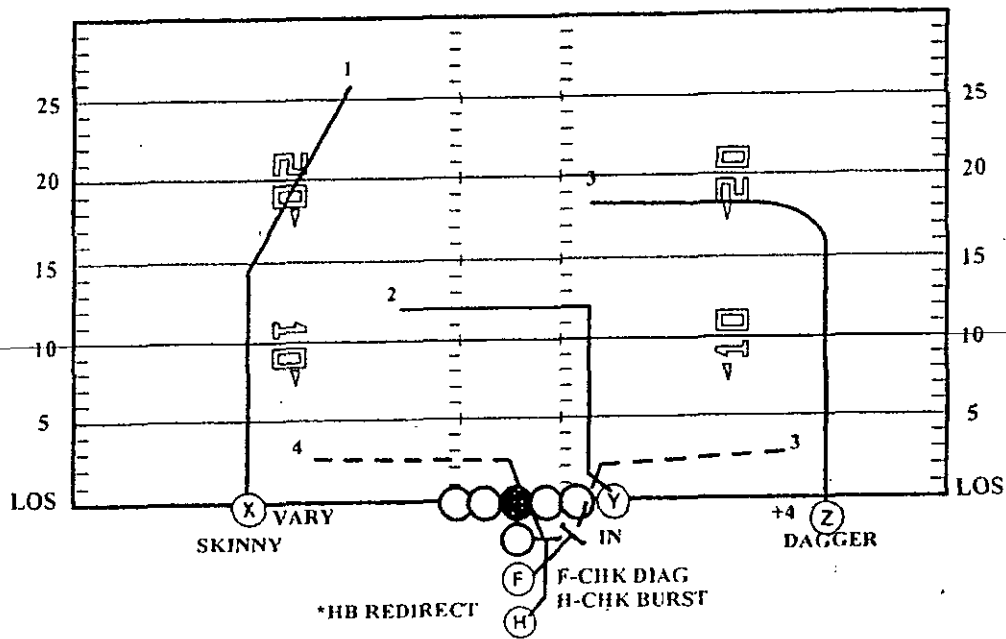
-RIDE 134 Z DOMINO



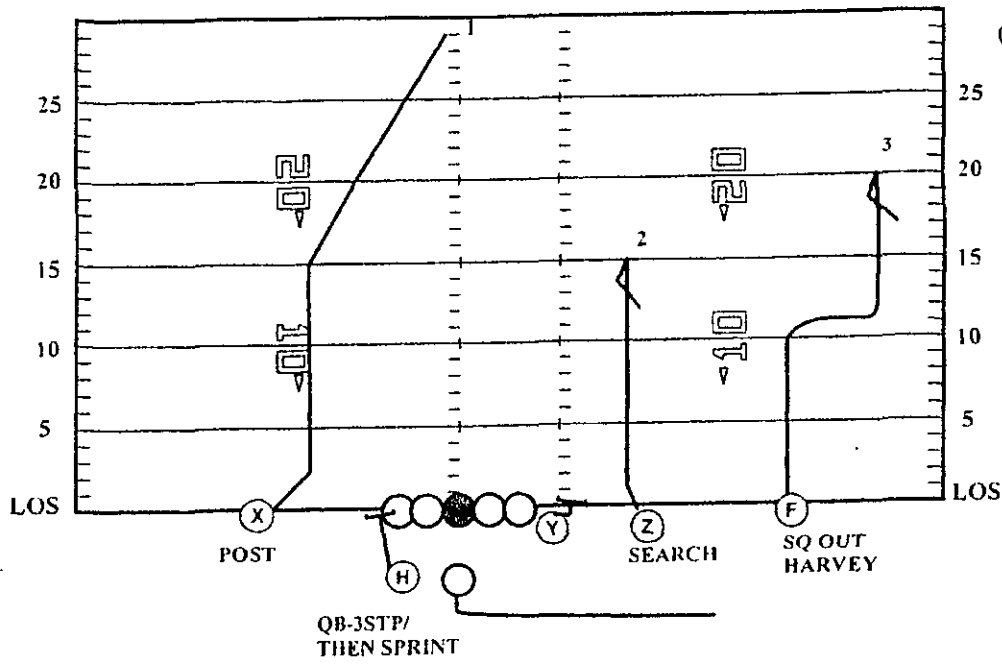
(R/D/B3) 0

-RIDE 134 Z DIG

-Y/Z STAY ON MOVE

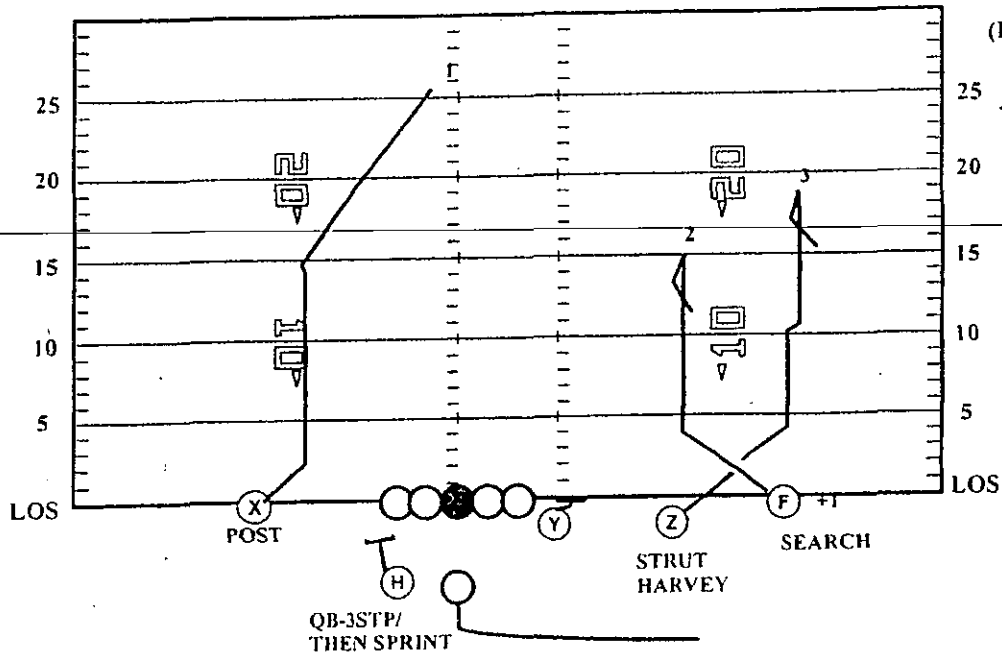


# 258 - DISCO(TWIST)



(HALF)-GUN TRIPS RT

-258 DISCO



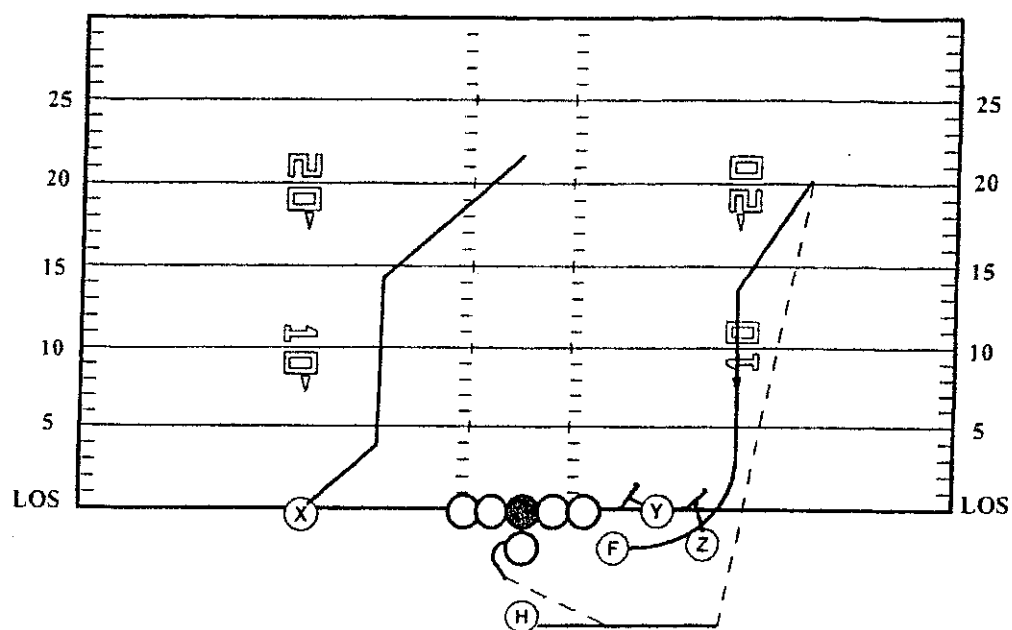
(HALF)-GUN TRIPS RT

-258 DISCO TWIST

-OUTSIDE RECEIVER GOES 1ST ON TWIST



**SPECIAL- GATOR HB PASS**



(D/H) 0 TRUMP

TOSS 38 GATOR HB PASS

The diagrams illustrate four types of word association tests:

- N42 FS:** Shows a sequence of words: C, WN, E, M, T, S, E, Z. The word "T" is circled, and the letter "H" is highlighted. The sequence is labeled "LION" "EVEN" "SWAP" ALERT BINGO.
- N42 OV:** Shows a sequence of words: C, W, E, T, M, E, Z. The word "T" is circled, and the letter "H" is highlighted. The sequence is labeled "SET A" "OVER" "SWAP" ALERT BINGO.
- N32:** Shows a sequence of words: C, WN, E, J, M, E, S, Z. The word "J" is circled, and the letter "H" is highlighted. The sequence is labeled "SET A" "OKIE" "SET SLIP".
- N42 OV DIAMOND:** Shows a sequence of words: C, W, E, T, M, E, Z. The word "T" is circled, and the letter "H" is highlighted. The sequence is labeled "DIAMOND" "SET SLIP" "BINGO".

A ONE BACK STRONG SIDE DRAW.

**QB**

DROPPACK RT. MECHANICS WITH MESH IN FRONT OR  
BEHIND DEPENDING ON 0/1 HOLE TAG.

**F**

~~MOST DANGEROUS MAN OUT OF BOX~~

H

DRAW STEPS, PRESS FRONTSIDE GUARD- FROM OFFSE  
POSITION SHUFFLE PARRALLEL TO PLAYSIDE GUARD,  
THEN PRESS LOS.

## BACKSIDE

PASS SET AND BLOCK #1.  
ALERT, LION/RAM, HARD LION/RAM,  
A, B, AND YELLOW/ORANGE CALLS.

PASS SET AND BLOCK EMOL.  
ALERT , FAN, HARD LION/RAM &  
B CALLS,. ALERT TO SHIFT.

PASS RELEASE, BLOCK FORCE

## FRONTSIDE

C

PASS SET & BLOCK #0 TO WEAKSIDE LBer.  
ALERT LION/RAM, HARD LION/RAM, ,  
A & YELLOW/ORANGE CALLS, ALERT HOLE.

# G

PASS SET AND BLOCK #1.  
ALERT LION/RAM, SLIP & YELLOW / ORANGE CALLS,  
BINGO CALLS.

**T**

PASS SET AND BLOCK #2.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO.

# Y

PASS SET AND BLOCK #3.  
ALERT SWAP, SLIP, SCOOP & OUT CALLS, ALERT BINGO  
CALL.

X/Z

PASS RELEASE, BLOCK FORCE

# RUN: H 45 (44) BASE

<p><u>UND WK TOM</u></p> <p>FS SS</p> <p>"UNDER" ALERT HVY "A" ALT RIFLE "</p>	<p><u>OV DBL TOM</u></p> <p>SS FS</p> <p>"SET B" "OVER" "CHIP"</p>
<p><u>34</u></p> <p>FS SS</p> <p>"FAN" "OKIE" "A" "ALT RIFLE "</p>	<p><u>OV DIAMOND POINT</u></p> <p>SS FS</p> <p>"DIAMOND" "SET B" ALERT HVY</p>

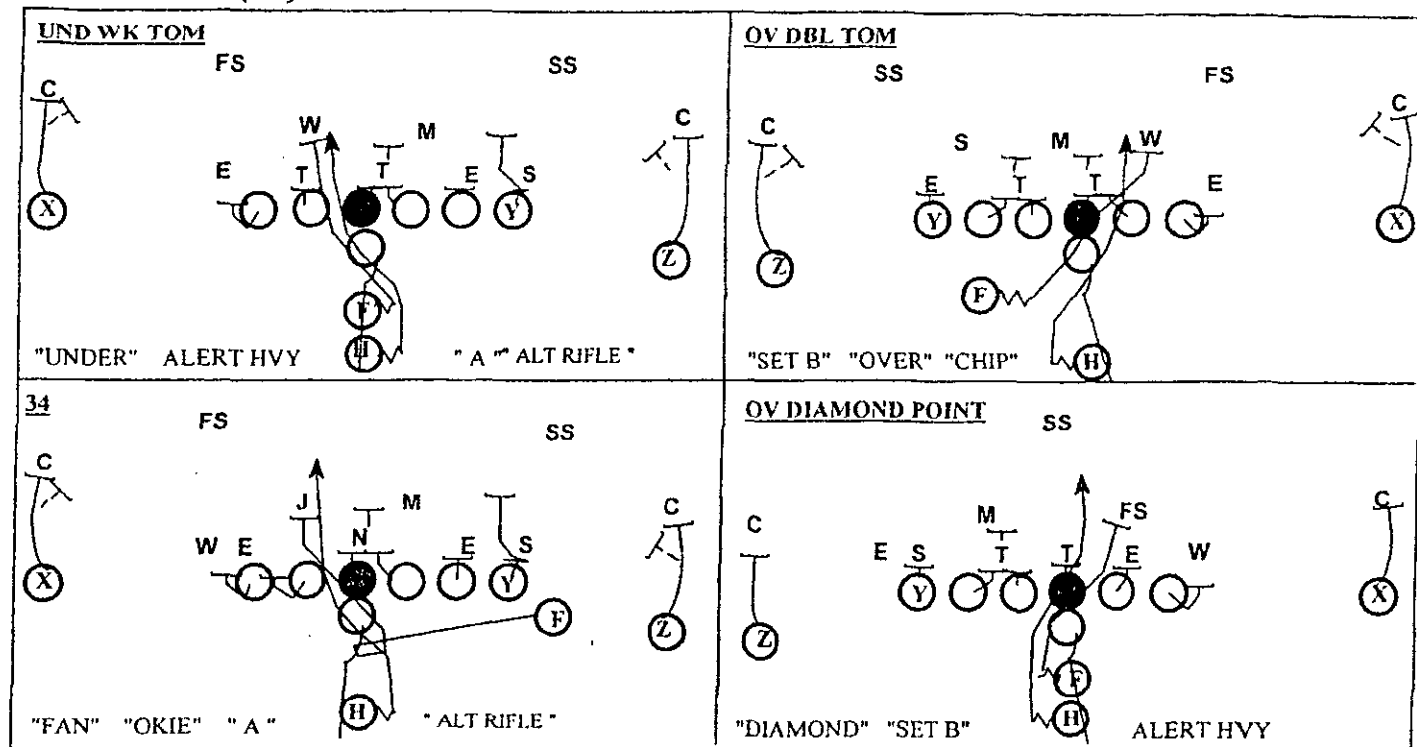
<p><b>DESCRIPTION:</b></p> <p>A TWO BACK WEAKSIDE LEAD DRAW , USING SPLIT FLOW ACTION.</p>	<p><b>QB</b></p> <p>DROPPACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.</p> <p><b>F</b></p> <p>DRAW STEPS - BLOCK WILL - SQUARE CONTACT AND FINISH, DO NOT CUT IN THE HOLE. READ 1ST COVERED DL PLAYSIDE FOR PATH TO WILL.</p> <p><b>H</b></p> <p>DRAW STEPS OPPOSITE OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.</p>
--	--

## FRONTSIDE

## BACKSIDE

<p>PASS SET AND BLOCK #0. ALERT HOLE, RAM/LION &amp; ORANGE/YELLOW, GAP CALLS, CHIP CALLS.</p> <p>PASS SET AND BLOCK #1. ALERT HOLE, SLIP, FAN, HVY &amp; ORANGE/YELLOW, GAP CALLS , CHIP CALLS.</p> <p>PASS SET AND BLOCK DE. ALERT SLIP &amp; WIPE CALLS, ALERT FAN.</p> <p>FORCE</p>	<p><b>C</b></p> <p><b>G</b></p> <p>PASS SET AND BLOCK #1. ALERT A, B, RAM/LION &amp; ORANGE/YELLOW CALLS.,</p> <p><b>T</b></p> <p>PASS SET AND BLOCK #2. ALERT B, OUT &amp; ORNG/YLOW CALLS.</p> <p><b>Y</b></p> <p>PASS SET AND BLOCK #3. ALERT B &amp; OUT CALLS, ALERT RIFLE.</p> <p><b>X/Z</b></p> <p>PASS RELEASE, BLOCK FORCE.</p>
---	--

# RUN: H 45 (44) BASE OPPOSITE



## DESCRIPTION:

A TWO BACK WEAKSIDE LEAD DRAW, USING MIS DIRECTION ACTION BY STEPPING BOTH BACKS AWAY FROM THE CALL.

QB

DROPPACK RT MECHANICS WITH MESH IN FRONT OR BEHIND DEPENDING ON 4/5 HOLE TAG.

F

DRAW STEPS OPP. OF CALL - ENTER OFF FIRST COVERED OL PLAYSIDE TO BLOCK WILL, STRIKE DOWN THE MIDDLE.

H

DRAW STEPS OPP. OF CALL - PRESS FRONTSIDE GUARD TO 5 HOLE - READ FB BLOCK.

## FRONTSIDE

## BACKSIDE

PASS SET AND BLOCK #0.  
ALERT HOLE, RAM/LION & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK #1.  
ALERT HOLE, SLIP, FAN, HVY & ORANGE/YELLOW, GAP CALLS, CHIP CALLS.

PASS SET AND BLOCK DE.  
ALERT SLIP & WIPE CALLS, ALERT FAN.

FORCE

C

G

T

Y

X/Z

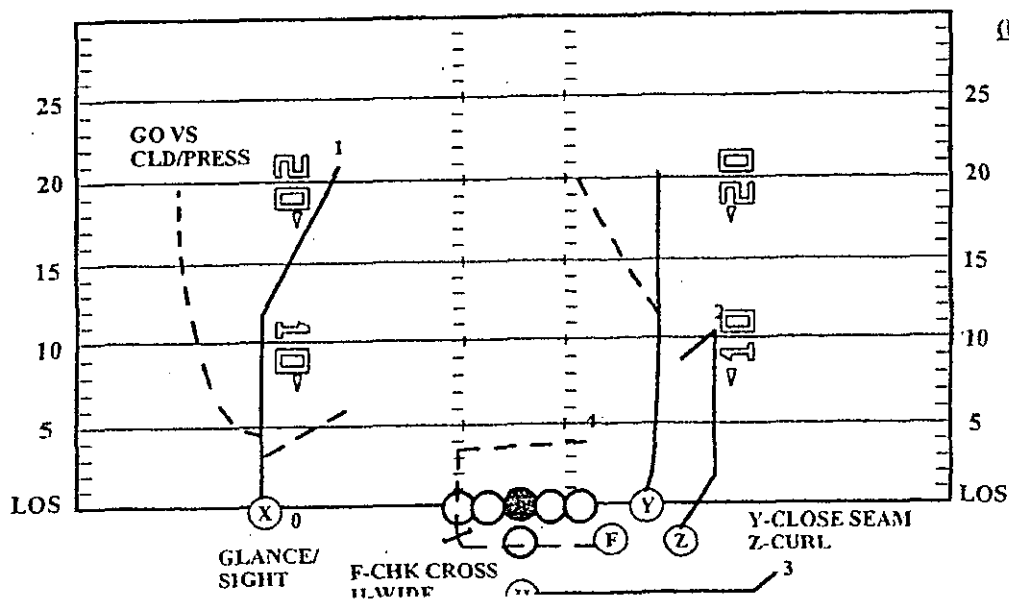
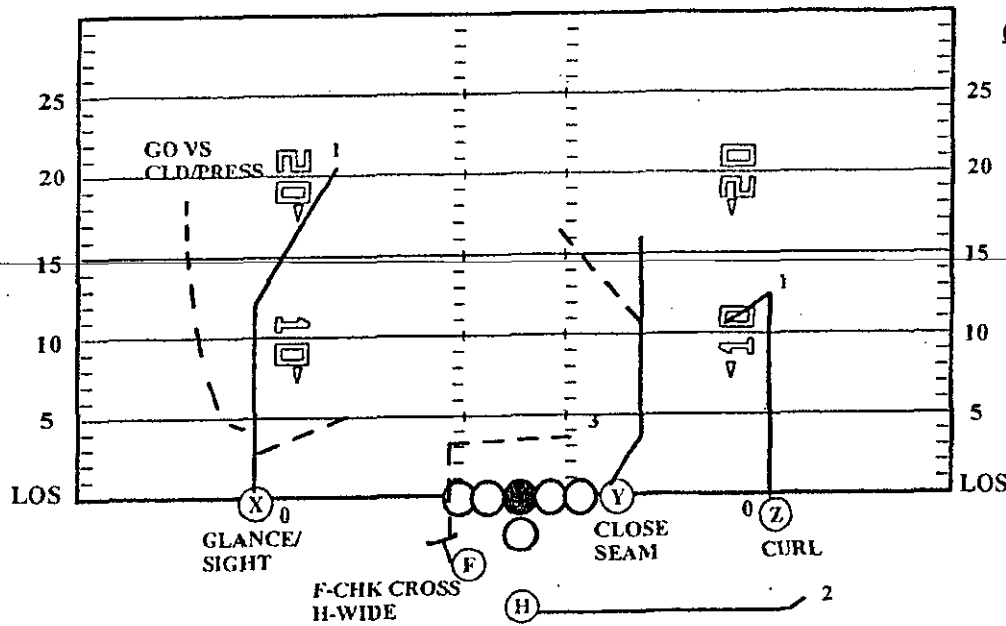
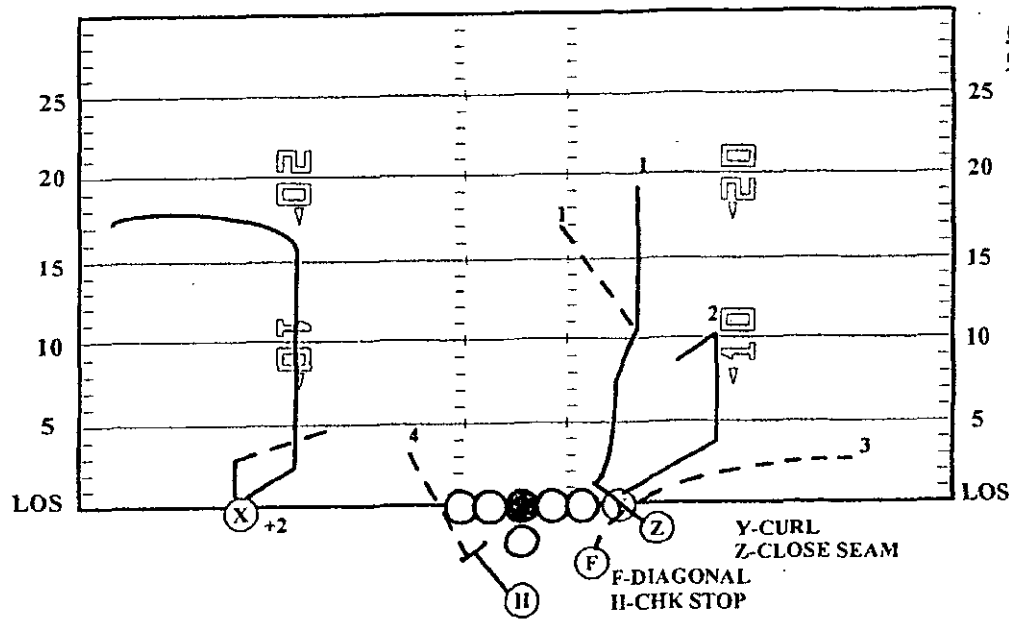
PASS SET AND BLOCK #1.  
ALERT A, B, RAM/LION & ORANGE/YELLOW CALLS.

PASS SET AND BLOCK #2.  
ALERT B, OUT & ORNG/YLOW CALLS.

PASS SET AND BLOCK #3.  
ALERT B & OUT CALLS, ALERT RIFLE.

PASS RELEASE, BLOCK FORCE.

# 62 PASSES

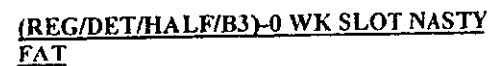


## 62 PASSES



-62 Z/F CROSS

-Q/DEEP IN RUNNERS GO 1ST  
1ST TAGGED PLAYER HAS  
SHALLOW / 2ND HAS RUB CROSS



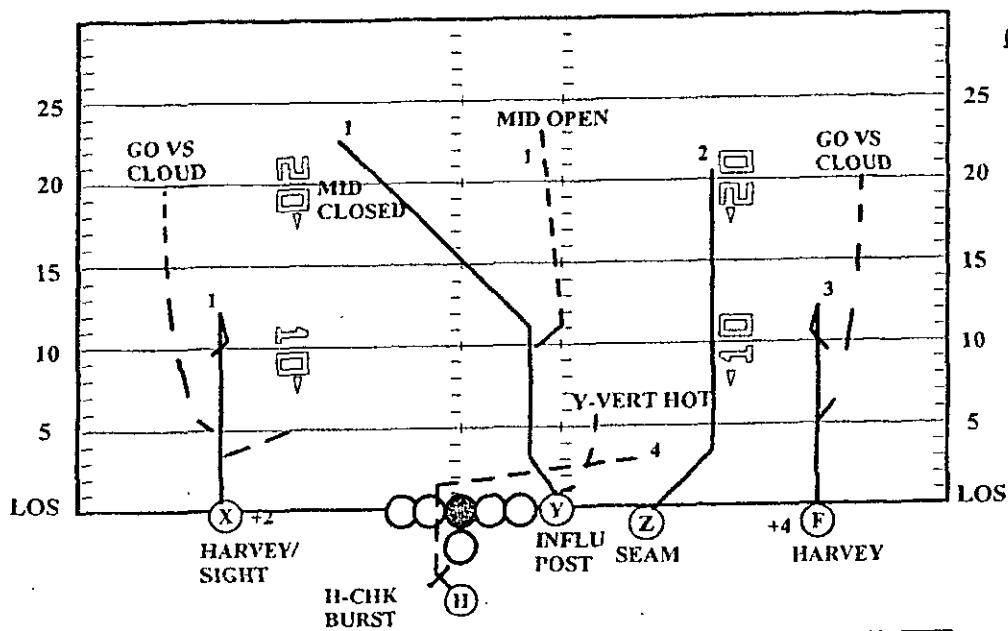
-62 F/X CROSS

**-Q/DEEP IN RELEASE 1ST  
F # SHALLOW- X RUB CROSS**



-62 SUNOCO

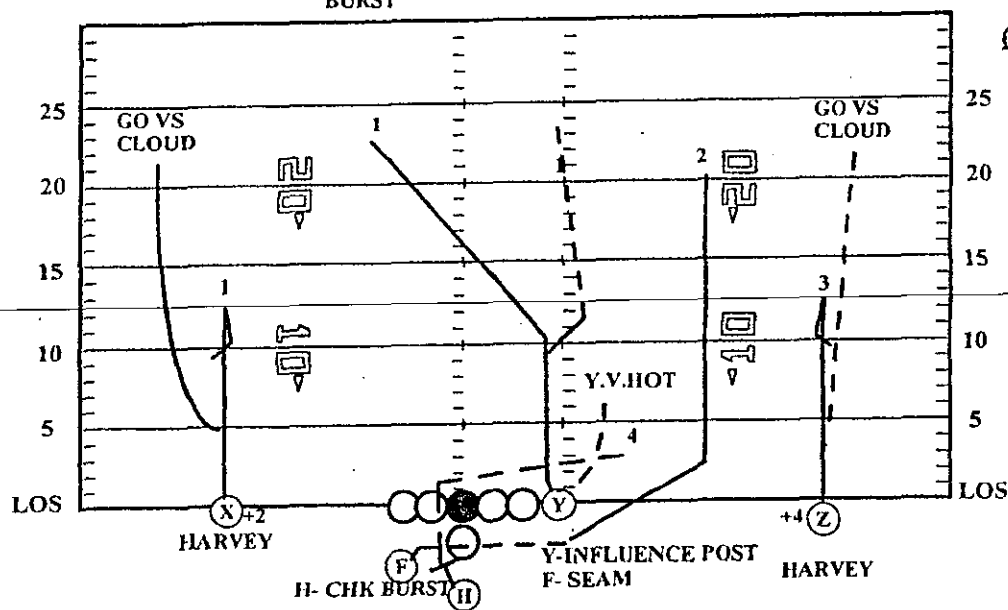
## 62 PASSES



(REG/DET/HALF/B3)-0 OUT

**-62 ALL GO SPECIAL**

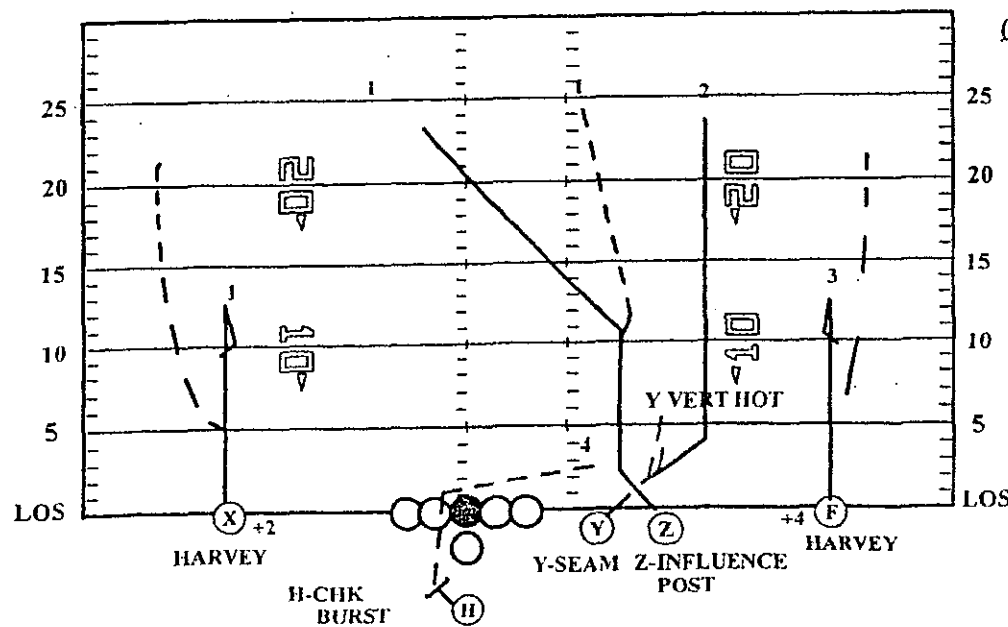
**-ALERT TURKEY HOLE  
IN COVER 2**



(REG/DET/HALF)-0 WK FAT

-62 ALL GO SPECIAL

**-ALERT TURKEY HOLE  
IN COVER 2**



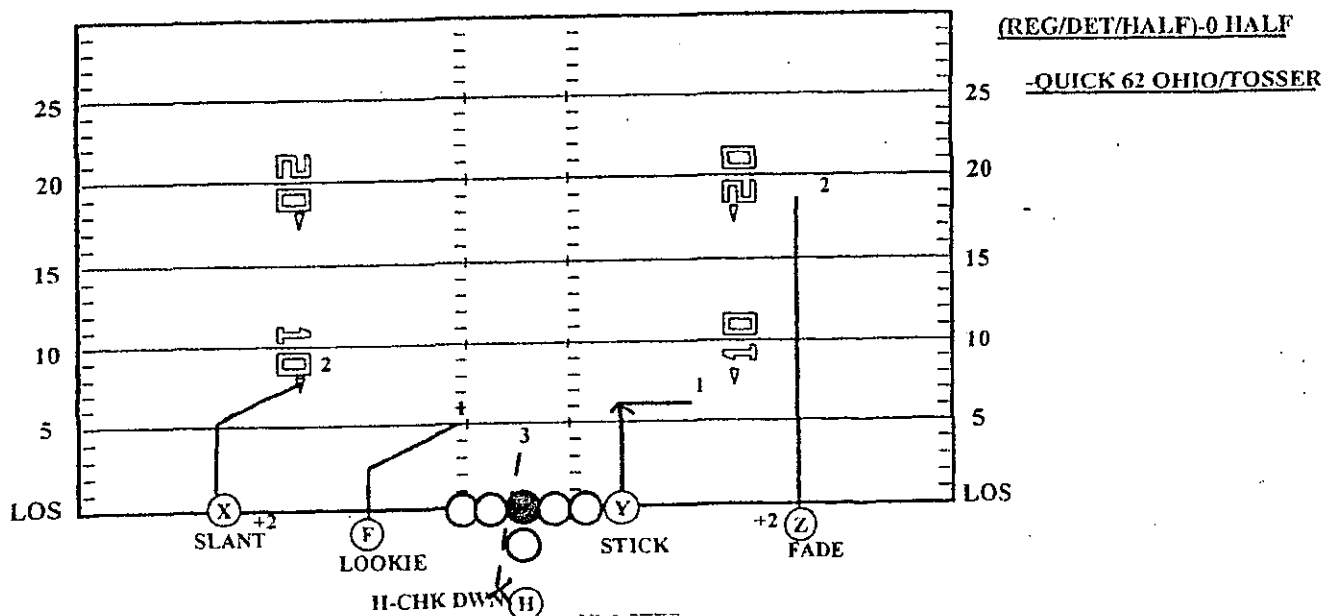
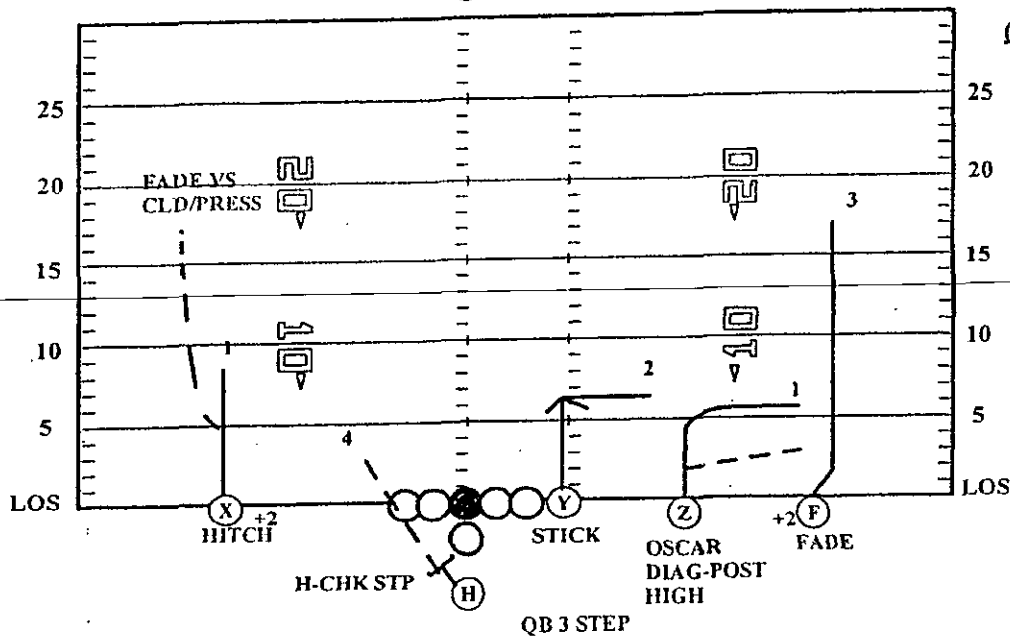
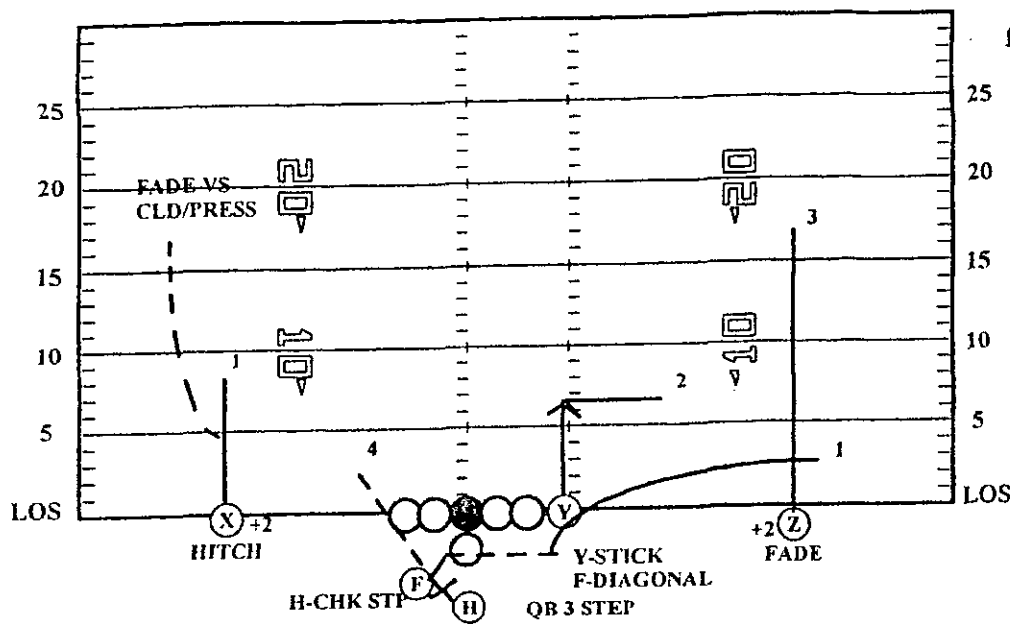
(REG/DET/HALE)-TRIPS RT

-62 ALL GO SPECIAL TWIST

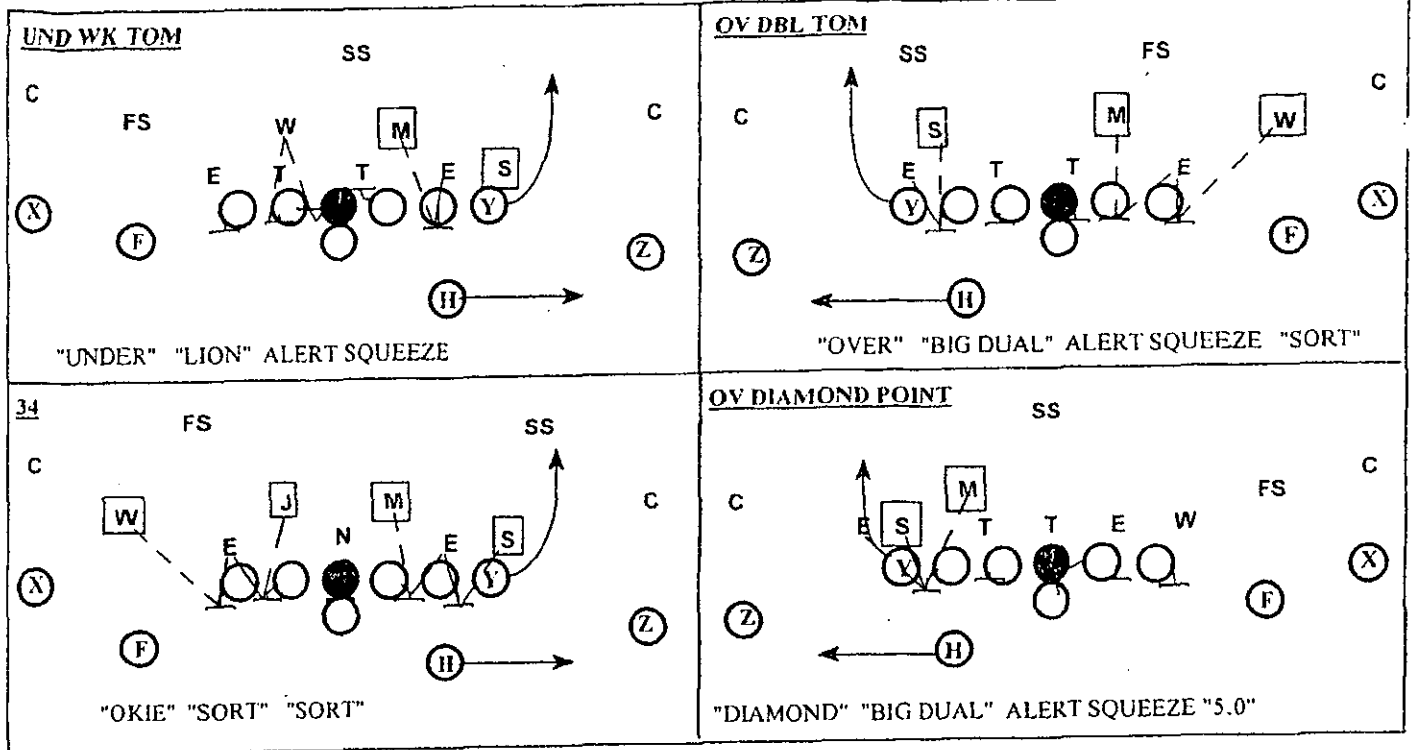
-TWIST- SEAM AND INFUENCE  
POST TWIST ON RELEASE  
Z 1ST

## INSIDE MAN HANDLES HOT(VERT)

# QUICK 62 PASSES







**DESCRIPTION:**

This is a 5-man one back protection. The protection number (72/73) tells the OL to block away from the call. This also tells the QB which side to start on his read. The Hot will normally be built into the pattern called.

**QB**

Hot off of MLB & SLB unless no threat from WLB.

**F**

Free Release

H

Free Release, Possible Hot based on pattern.

## BACKSIDE

Covered: Block Man On. Alert Ram/Lion,  
Hard Ram/Lion, Sort & Squeeze calls.  
Uncovered: Sort..

Block Man On or Outside on LOS.  
Alert for Ram/Lion, Hard Ram/Lion, Sort & Squeeze calls.

C

Work to Slot Defender away from the call.  
Alert Ram/Lion, Alert Hard Ram/Lion calls.  
Alert Redirect if Slot is not a blitz threat. (new mike)

# G

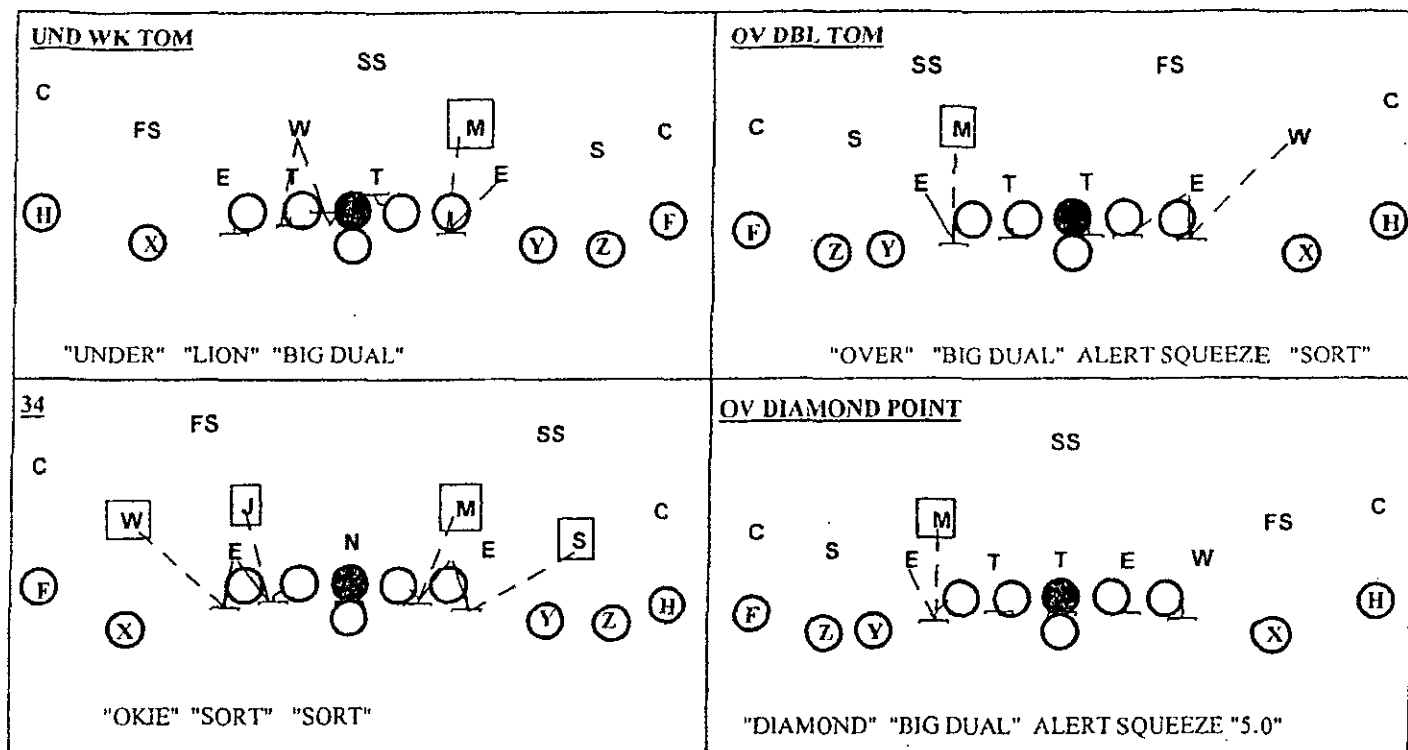
Covered: Block Man On, Alert Squeeze.  
Uncovered: Alert Ram/Lion, Hard Ram/Lion.  
C.P.: With no Ram/Lion Sort.

T

Block Man On or Outside on LOS.  
Vs. Tom Look: Big Dual, Alert Squeeze.

**Y**

Free Release. Poss. Hot, based on pattern.



**DESCRIPTION:**

This is a 5-man no back protection. The protection number (74/75) tells the OL to block away from the call. This also tells the QB which side to start on his read. The Hot will normally be built into the pattern called.

**QB**

Hot off of MLB & SLB unless no threat from WLB.

**F**

Free Release

**H**

Free Release

**BACKSIDE**

Covered: Block Man On. Alert Ram/Lion, Hard Ram/Lion & Squeeze calls.  
Uncovered: Sort.

Block Man On or Outside on LOS.  
Alert for Ram/Lion, Hard Ram/Lion, Sort & Squeeze calls.

**FRONTSIDE**

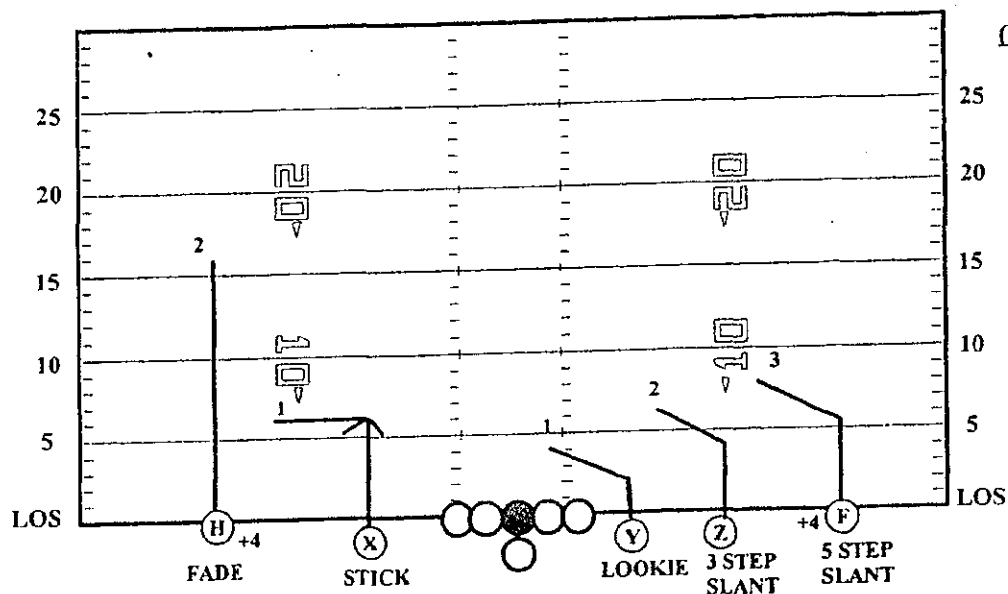
Work to Slot Defender away from the call.  
Alert Ram/Lion, Alert Hard Ram/Lion calls.  
Alert Redirect if Slot is not a blitz threat (new mike)..

Covered: Block Man On, Alert Squeeze.  
Uncovered: Alert Ram/Lion, Hard Ram/Lion.  
C.P.: With no Ram/Lion Sort.

Block Man On or Outside on LOS.  
Vs. Tom Look: Big Dual, Alert Squeeze.

Free Release. Poss Hot.

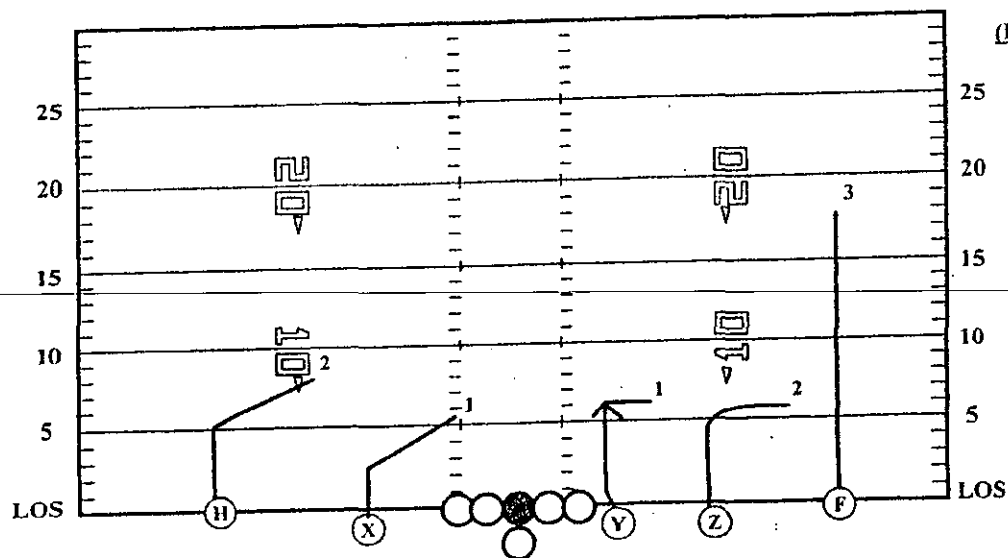
# 74 PASSES



(REG/DET/HALF/B3)-EMPTY RT

-OK 74 ALL SLANT/OHIO

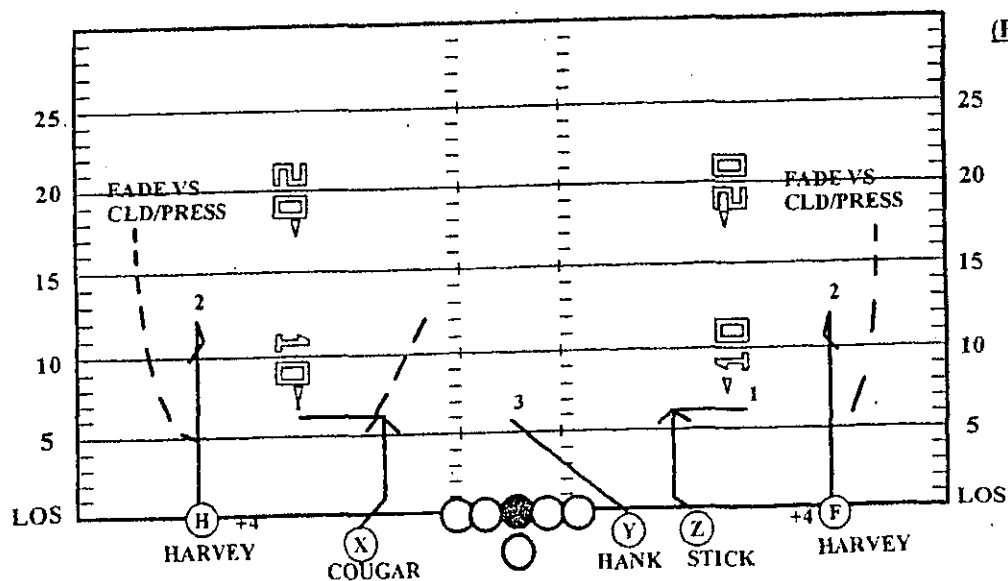
-OUTSIDE GUYS ON BALL



(REG/DET/HALF/B3)-EMPTY RT

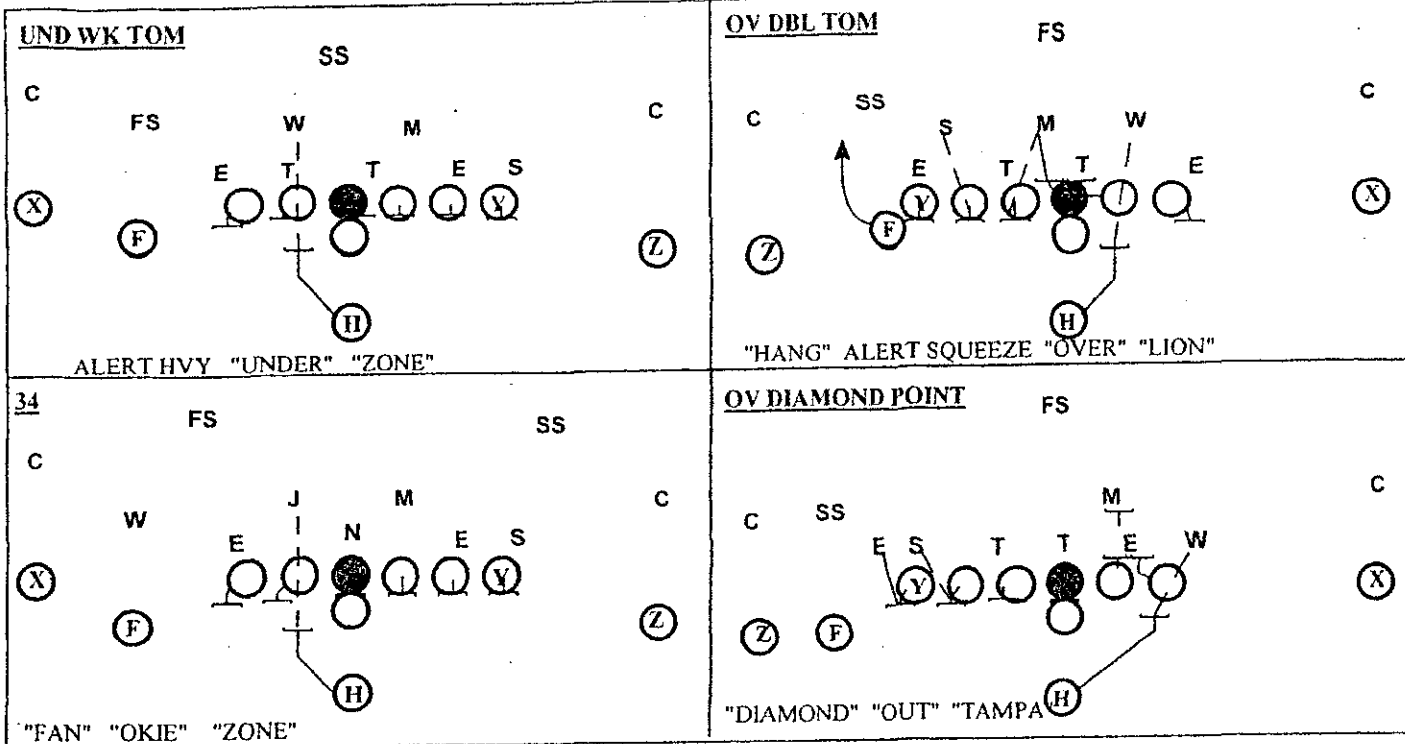
-OK 74 Y STICK TOSSER

-OUTSIDE GUYS ON THE BALL



(REG/DET/HALF/B3)-EMPTY RT

-OK 74 X COUGAR



<p><b>DESCRIPTION:</b></p> <p>This is our basic protection with the TE and remaining back having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush TE and remaining back are free to release into the pattern. There are no dual reads or Hot Rec.</p>	<p><b>QB</b></p>	<p>5-7 step drop on 80 (81). Solid Protection, Alert Sight Adjust.</p>
<p>80 (81) is a 5-7 step drop pattern.</p>	<p><b>F</b></p>	<p>Free Release</p>
	<p><b>H</b></p>	<p>Block Will to FS; Alert Fan / HVY , ALERT 5.0.</p>

## BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY, Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## FRONTSIDE

**C**

Block #0 to Mike.  
Alert Hole, Ram/Lion, Zone Calls.

**G**

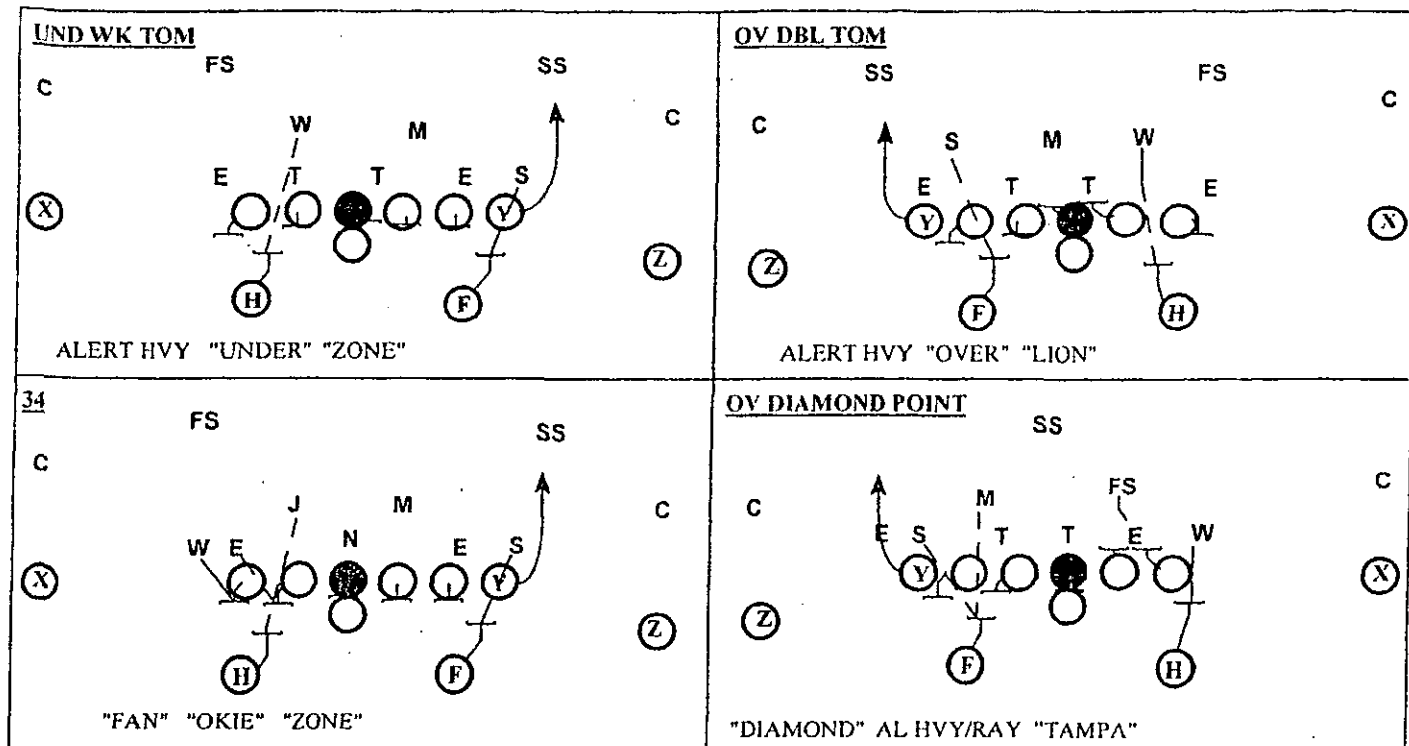
Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze & Swoop calls.

**T**

Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

**Y**

Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls.



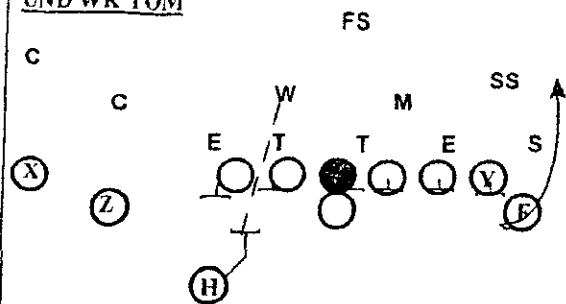
<p><b>DESCRIPTION:</b></p> <p>This is our basic protection with the FB and HB having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush both backs are free to release into the pattern. There are no dual reads or Hot Rec.</p>	<p><b>QB</b></p>	<p>5-7 step drop on 82 (83). Solid Protection. Alert for Sight Adjust, WR will handle it.</p>
<p>82 (83) is a 5-7 step drop pattern.</p>	<p><b>F</b></p> <p><b>H</b></p>	<p>Block Sam to SS, Alert Hvy.</p> <p>Block Will to FS; Alert FAN/HVY, ALT 5.0.</p>

## BACKSIDE

## FRONTSIDE

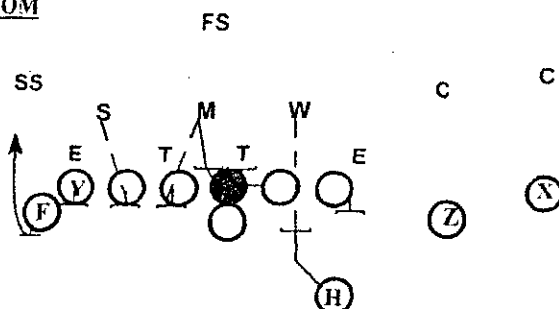
<p>Block #1. Alert Hole, Ram/Lion, Zone, HVY, Tampa &amp; Fan calls.</p> <p>Block #2. If #2 is a LBer Fan. Alert Ram/Lion, Tampa &amp; Fan calls..</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p>	<p>Block #0 to Mike. Alert Hole, Zone, Ram/Lion Calls.</p> <p>Block #1. Alert Hole, Ram/Lion, Zone, HVY, Fan calls.</p> <p>Block #2. If #2 is a LBer Fan. Alert Ram/Lion &amp; Fan calls..</p> <p>Release into route.</p>
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# UND WK TOM



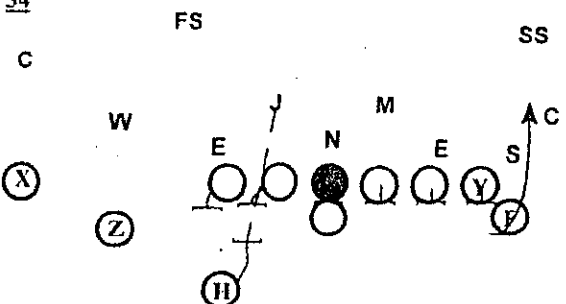
ALERT HVY "UNDER" "ZONE" AL SWOOP

# OV DBL TOM



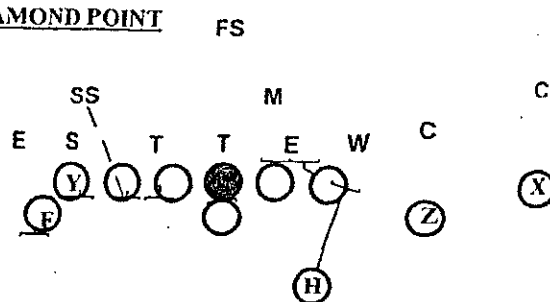
"HANG" ALERT SQ/SWOOP "OVER" "LION"

34



"FAN" "OKIE" "ZONE" ALERT SWOOP

# OV DIAMOND POINT



"DIAMOND" "HANG" AL SQ/SWOOP "TAMPA"

## DESCRIPTION:

The same protection as 80 (81), but with an additional blocker strongside (Boom). An Eight Man protection.

QB

5-7 step drop on 80 (81) Boom. Solid Protection, W/ additional blocker str-side (Boom).

F

Boom protection puts F on #4 strong. Release into route w/ no threat.

H

Block Will to FS; Alert Fan / HVY, Tampa , ALT 5.0.

## BACKSIDE

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY, Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## FRONTSIDE

C

Block #0 to Mike.  
Alert Hole, Ram/Lion & Zone calls, be clear with Mike I.D.

G

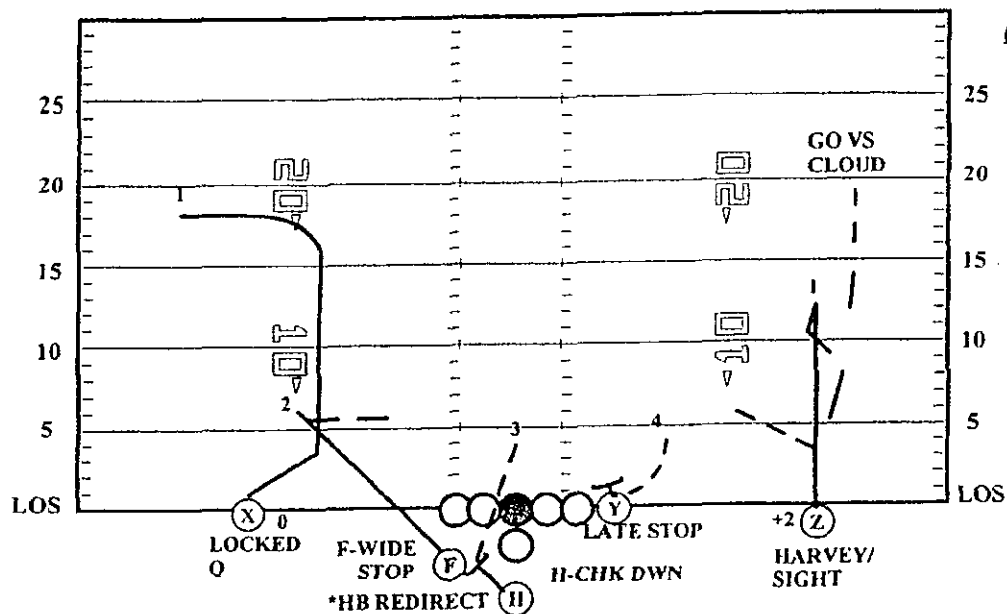
Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze & Swoop calls.

T

Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

Y

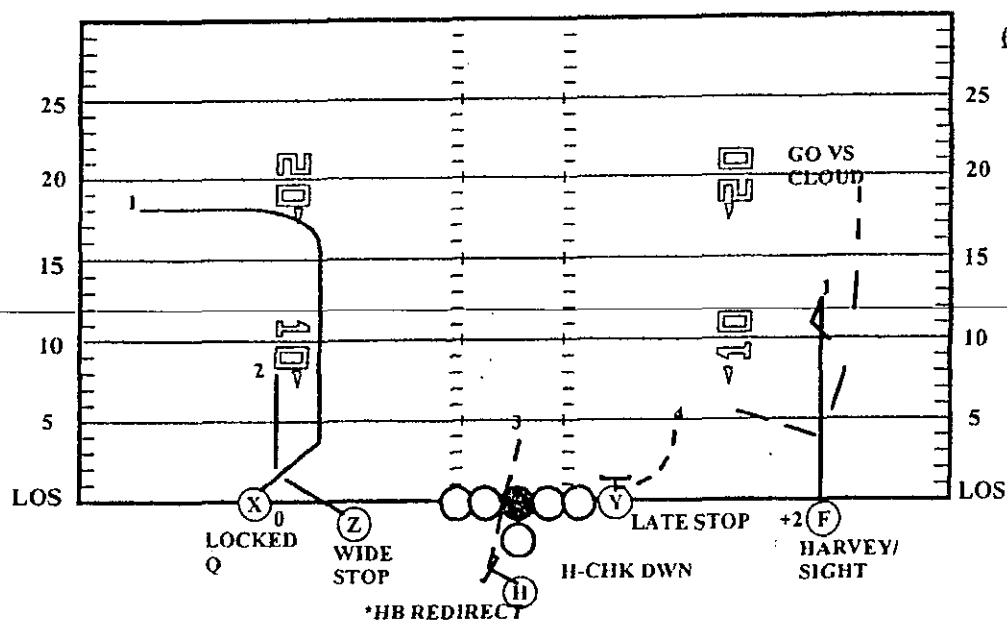
Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls.



(REG/DET)-0 WEAK

-80 HARVEY PATRIOT

-ALERT GO VS PRESS EYES AT 10-12

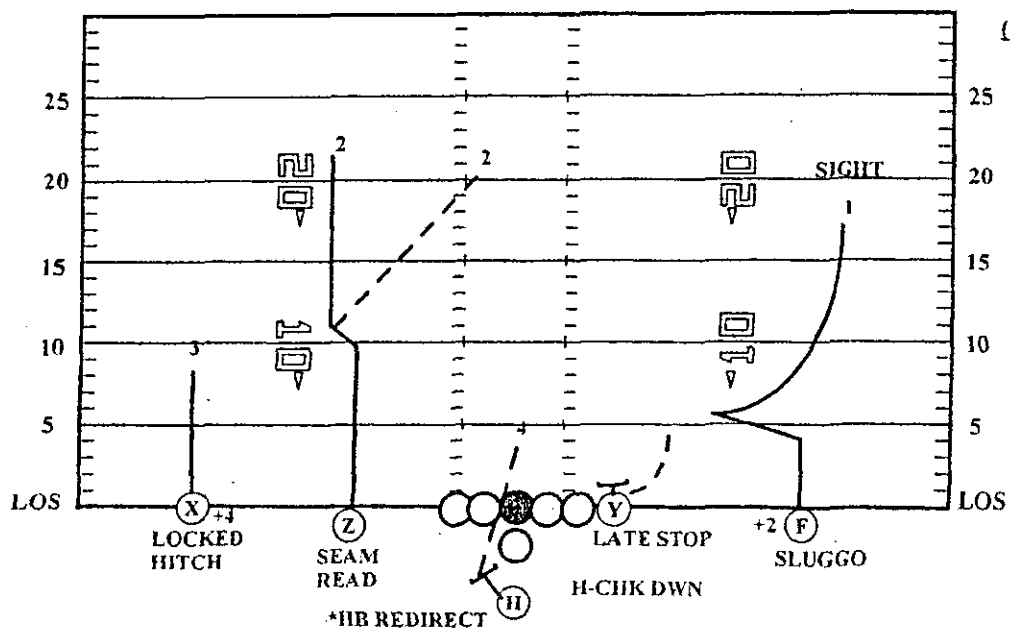


(REG/DET/HALF)-0 OUT SLOT

-80 HARVEY PATRIOT

-ALERT GO VS PRESS EYES AT 10-12

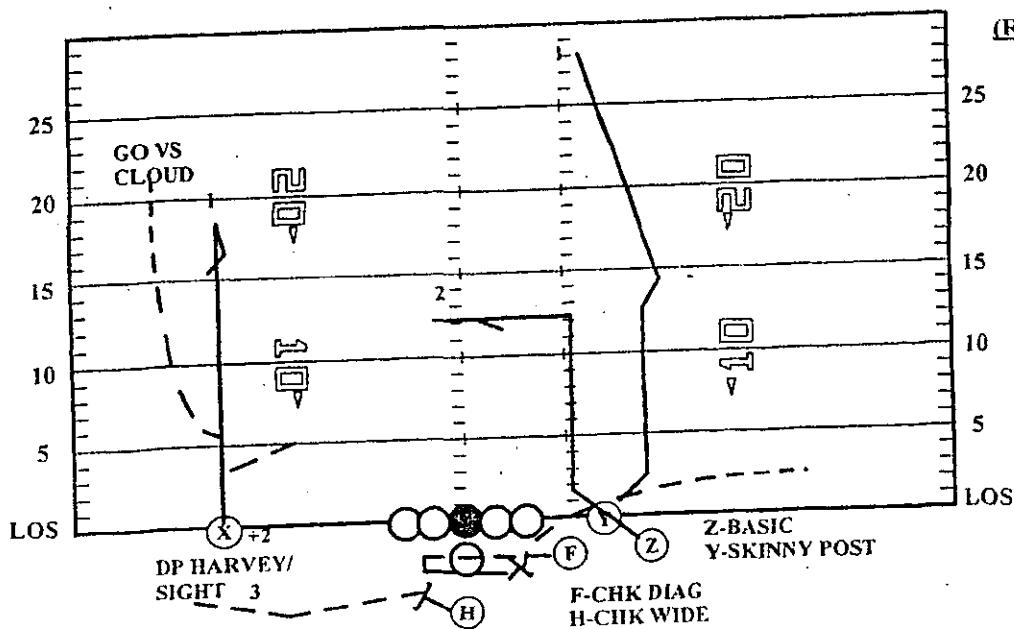
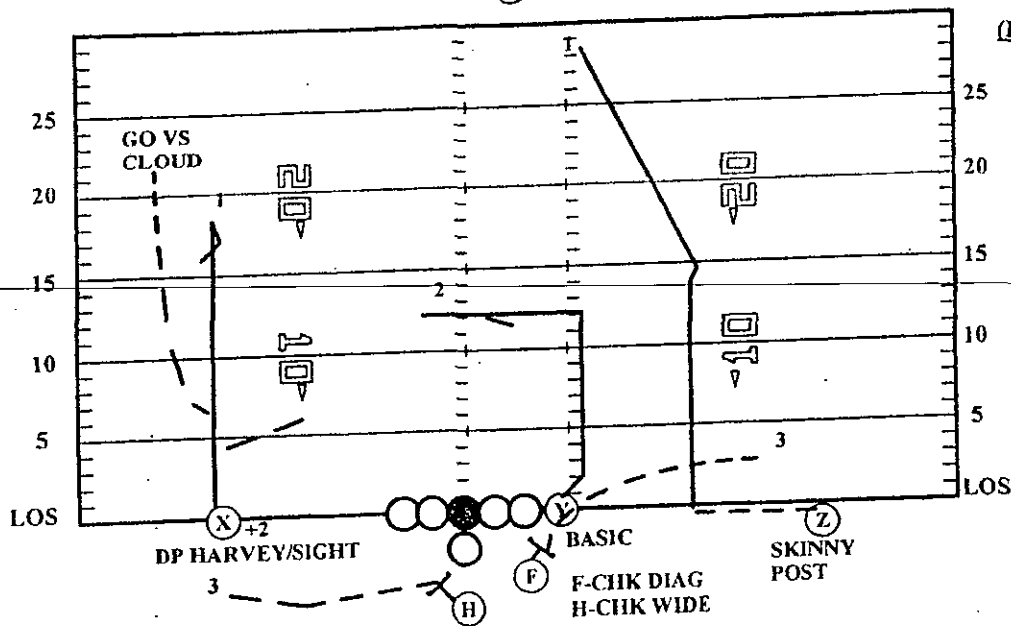
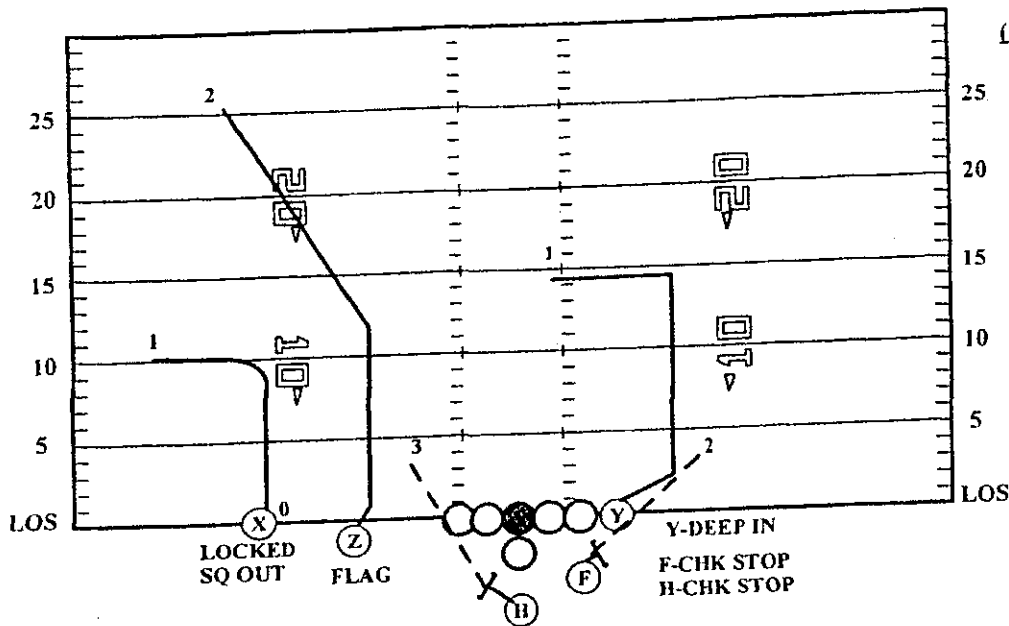
PATRIOT-  
Q RELEASES 1ST  
WIDE STOP 2ND



(REG/DET/HALF)-0 OUT SLOT

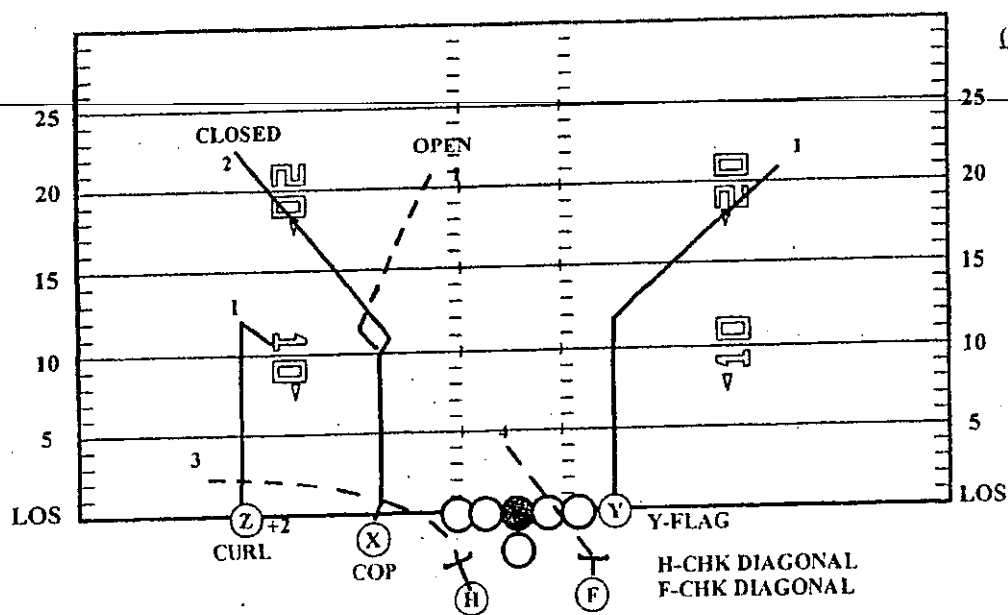
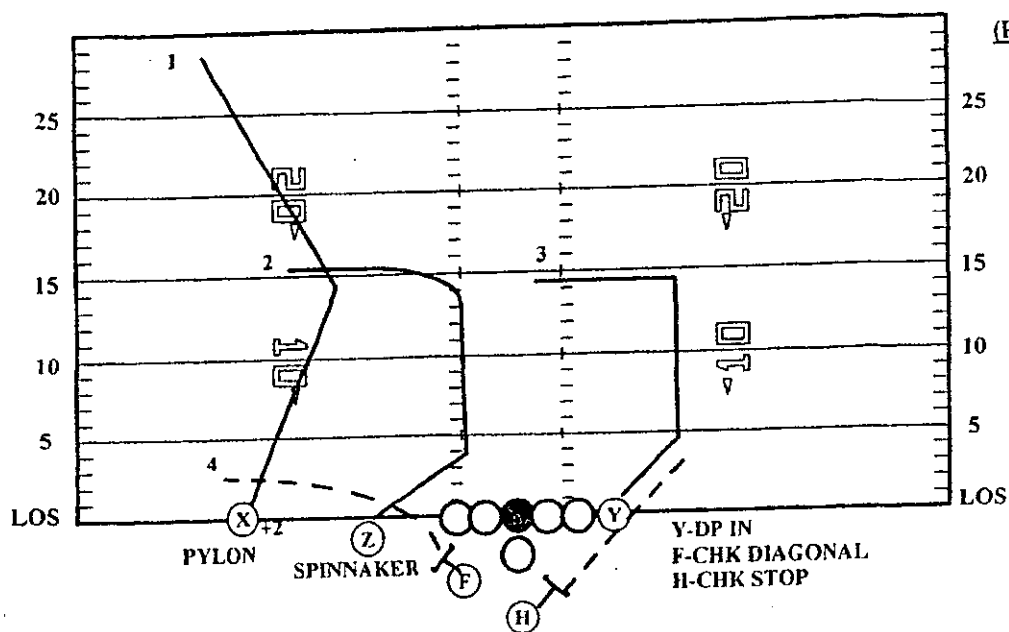
-80 F SLUGGO / SEAM

# 82 PASSES





# 82 PASSES



## 7 MAN TURN

**QB**

**F**

H

## BACKSIDE

## FRONTSIDE

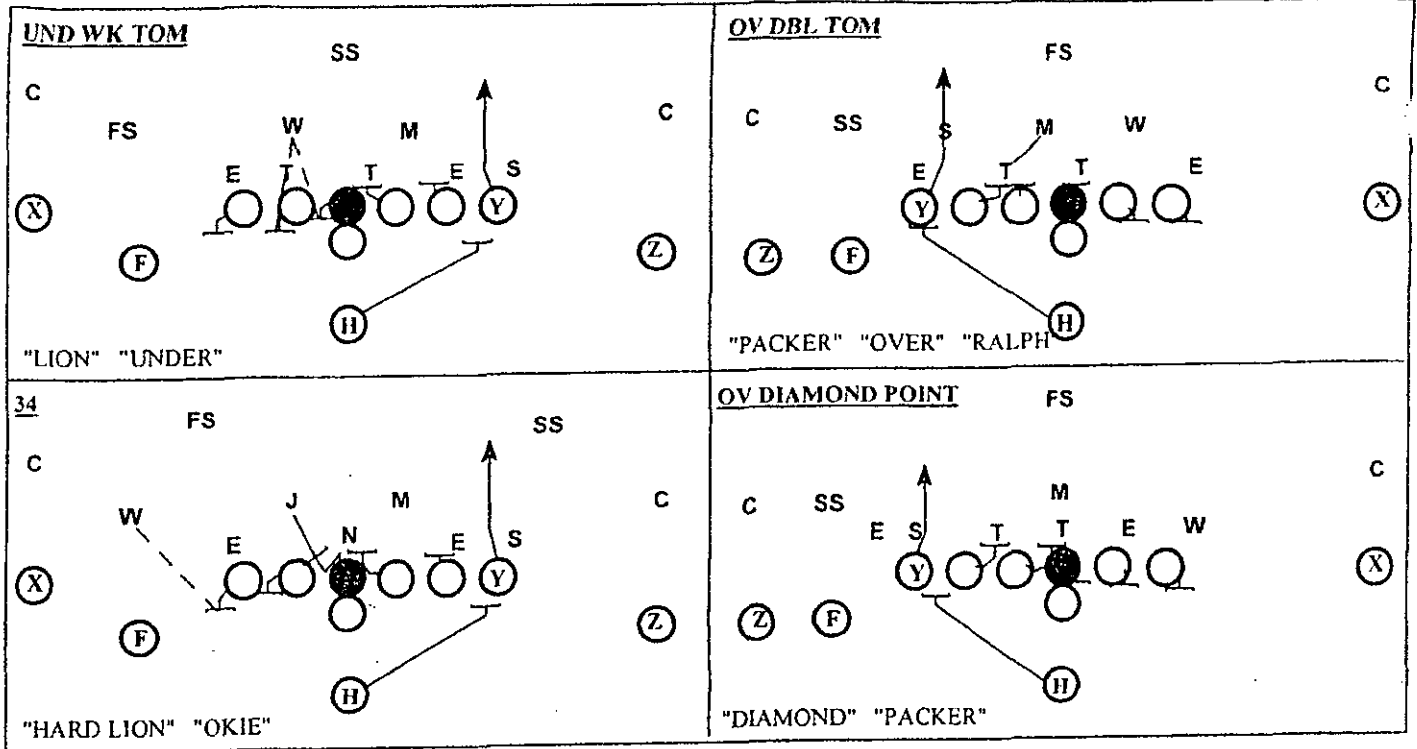
C

# G

**T**

**Y**

Block Inside Area.  
Alert Packer Call



**DESCRIPTION:**

This is a 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLBer away from the call.

QK 92/93 = 3 Step 92 Protection Route.

**QB**

5-step drop with Full Turn protection. Alert hot off of Sam LB Dog.

**F**

Free release - Alert for Hot throw in 2 Back sets.

**H**

Block MDM on hip of Tackle (DE or LBer).

**BACKSIDE**

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

**FRONTSIDE**

**C**

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

**G**

Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP-PACKER VS "T" BUBBLE

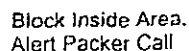
**T**

Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP-PACKER VS "T" BUBBLE.

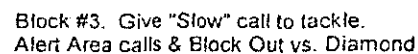
**Y**

FREE RELEASE

## MAX PRO



## SLIDE SOLID



# PROTECTION: R132 (133)

# 7 MAN SLIDE WEAK

<p><u>UND WK TOM</u></p> <p>"LION" "UNDER"</p>	<p><u>OV DBL TOM</u></p> <p>ALERT HVY "OVER" "STICK"</p>
<p><u>34</u></p> <p>"HARD LION" "OKIE"</p>	<p><u>OV DIAMOND POINT</u></p> <p>"DIAMOND" "PACKER"</p>

<p><b>DESCRIPTION:</b></p> <p>This is a 7-man slide protection away from the call, with the OL responsible for the 4 DL and Will. The FB has MIKE, the HB has SAM. If Mike &amp; Sam drop, the FB &amp; HB are free to release; this is a five star fake, hard ball inside.</p>	<p><b>QB</b> Play Action 7-Man Slide Protection . Alert Sight Adjust.</p> <p><b>F</b> Play Fake--Check MIKE ALT. HEAVY.</p> <p><b>H</b> Good Play Fake--Check SAM, .</p>
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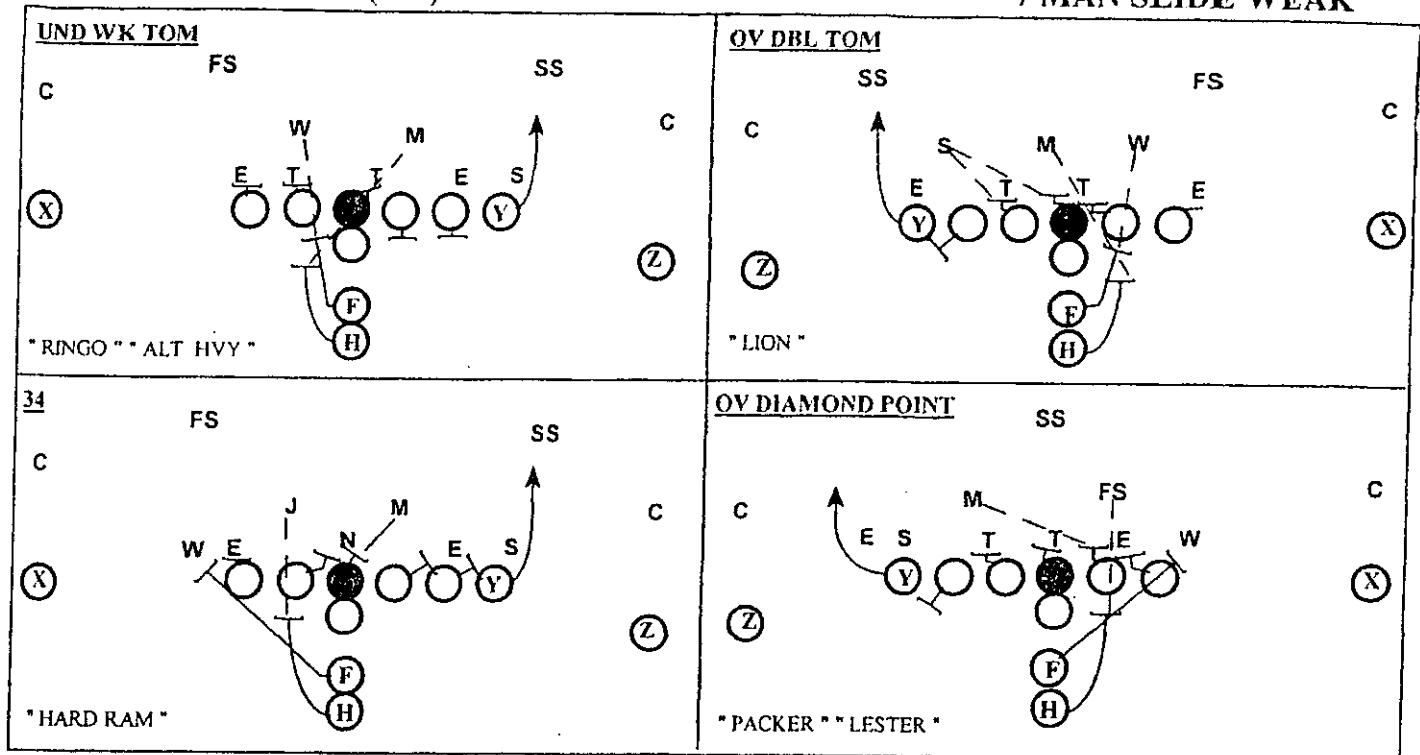
## BACKSIDE

## FRONTSIDE

<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls.</p> <p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls..</p>	<p><b>C</b> Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls..</p> <p><b>G</b> Block Man On or Inside on LOS. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; HVY calls.</p> <p><b>T</b> Block DE. Alert Packer.</p> <p><b>Y</b> Release into route.</p>
--	--

# PROTECTION: R135 (134) WK

# 7 MAN SLIDE WEAK



## DESCRIPTION:

HARD BALL PLAY ACTION GOING WEAK TO STRONG, WITH OL BLOCKING 4 DOWN AND SAM.

QB

SAME MECHANICS AS RIDE 134 ONLY TO SPLIT-END SIDE.

F

PLAY FAKE, CHECK WILL, ALT. HEAVY

H

GOOD FAKE, CHECK MIKE, ALERT REDIRECT

## BACKSIDE

ALERT RAM/LION, LUCKY/RINGO AND PACKER CALLS, HARD RAM/LION.

ALERT RAM/LION, LUCKY/RINGO AND PACKER CALLS, HARD RAM/LION.

C

BLOCK #0, ALERT RAM/LION, LUCKY/RINGO AND RALPH/LESTER CALLS.

G

BLOCK #1, ALERT HEAVY, RAM/LION, PACKER AND RALPH/LESTER CALLS.

T

BLOCK DE, ALERT PACKER AND RALPH/LESTER CALLS.

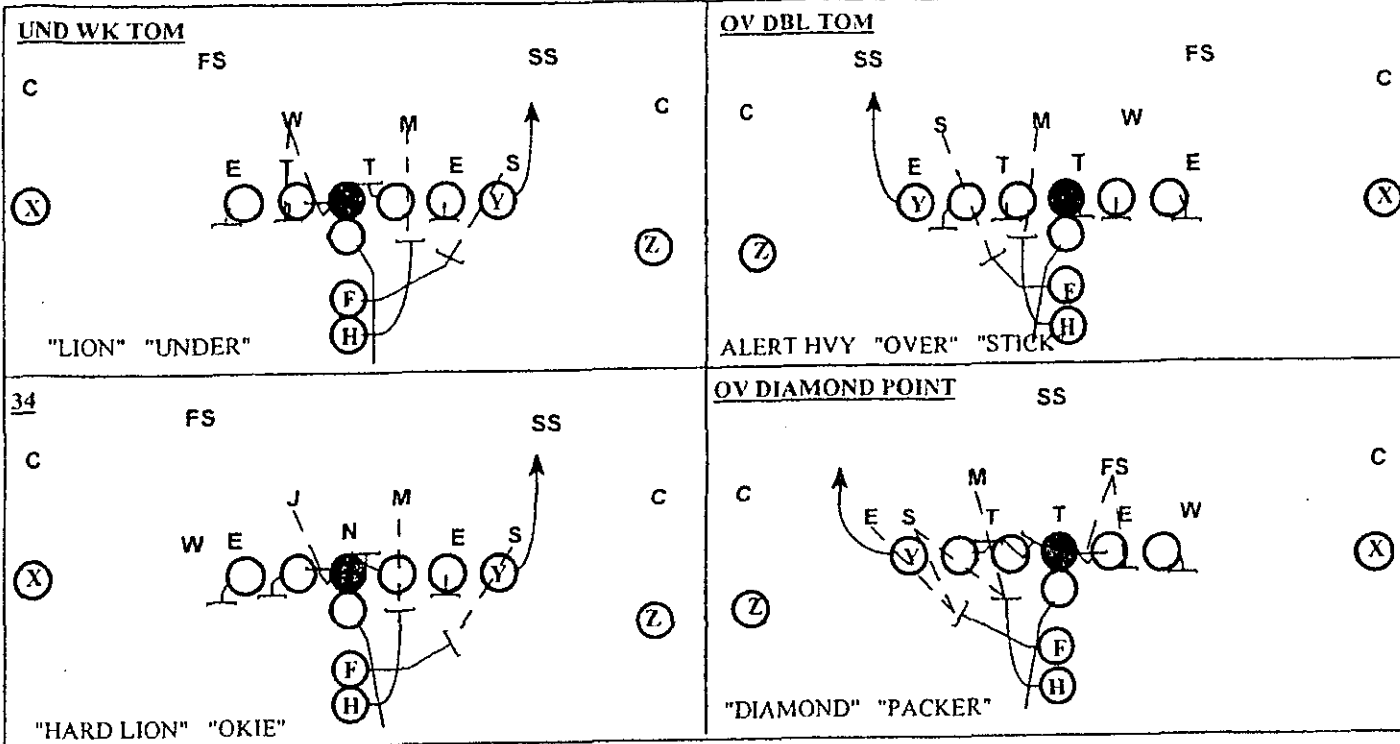
Y

RUN ASSIGNED ROUTE.

## FRONTSIDE

# PROTECTION: R134 (135)

# 7 MAN SLIDE WEAK



<p><b>DESCRIPTION:</b> This is a 7-man slide protection away from the call, with the OL responsible for the 4 DL and Will. The FB has Sam, the HB has Mike. If Mike &amp; Sam drop, the FB &amp; HB are free to release.</p>	<p><b>QB</b></p>	<p>Play Action 7-Man Slide Protection Alert Sight Adjust.</p>
	<p><b>F</b></p>	<p>Play Fake--Check Sam to SS, ALT BURN.</p>
	<p><b>H</b></p>	<p>Good Play Fake--Check Mike TO SS, Alert Heavy, ALT BURN.</p>

## BACKSIDE

## FRONTSIDE

<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls.</p> <p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls..</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p>	<p>Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Stick &amp; Packer calls, also Lucky/Ringo calls..</p> <p>Block Man On or Inside on LOS. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; HVY calls.</p> <p>Block DE. Alert Packer.</p> <p>Release into route.</p>
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# PROTECTION: H 140 (141) (AREA)

# SLIDE SOLID

<p><u>UND WK TOM</u></p> <p>SS</p> <p>"LION" AREA "UNDER"</p>	<p><u>OV DBL TOM</u></p> <p>FS</p> <p>"AREA" "OVER" "STICK" ALT HVY / SQZ</p>
<p><u>34</u></p> <p>FS</p> <p>SS</p> <p>"HARD LION" "OKIE"</p>	<p><u>OV DIAMOND POINT</u></p> <p>FS</p> <p>"DIAMOND" "PACKER" BIG GUY</p>

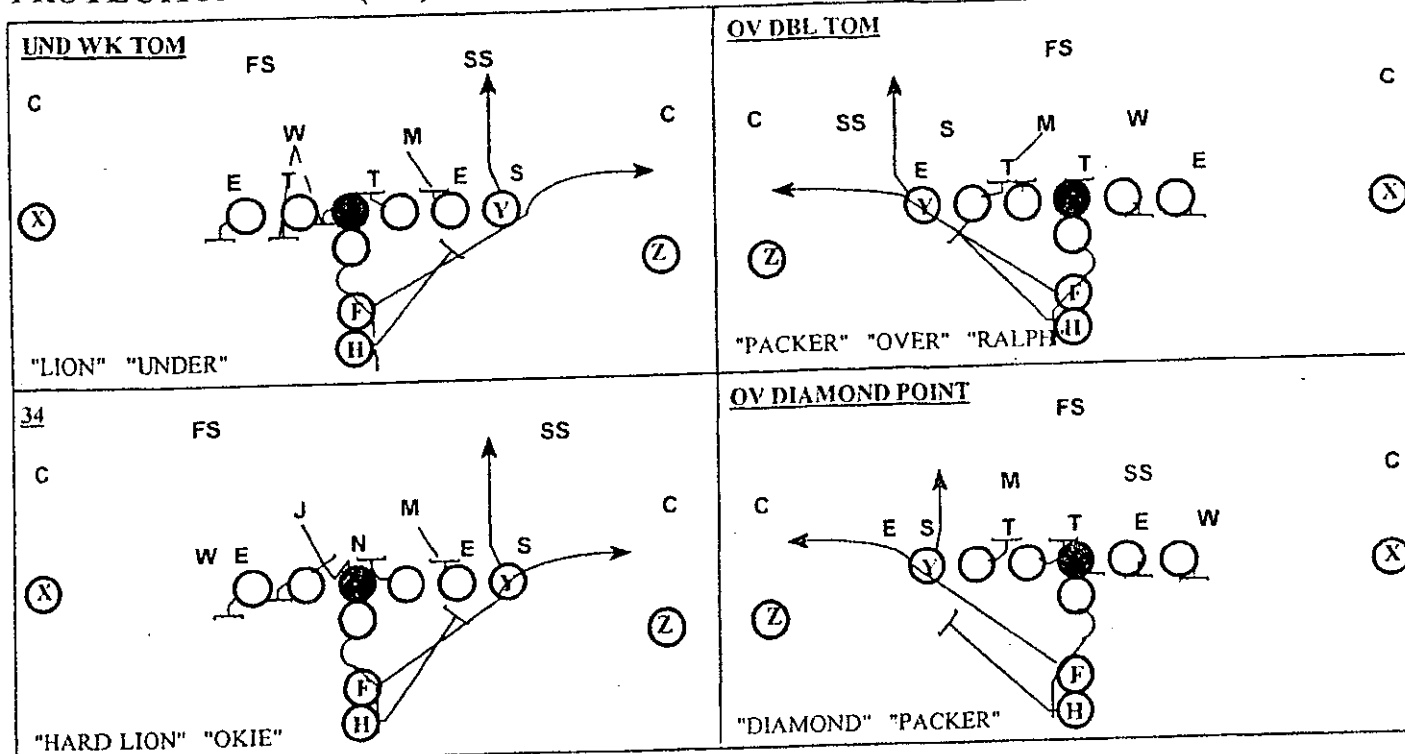
<p><b>DESCRIPTION:</b></p> <p>WK SIDE SLIDE , DRAW PLAY ACTION AWAY FROM THE TE , TE HAS SAM , REMAINING BACK HAS MIKE , THE LINE HAS 4 DOWN AND WILL.</p>	<p><b>QB</b> PLAY ACTION DRAW MECHANICS , 7 MAN SLIDE PRO. ALERT S.A. ( 50 - 51 ) PRO.</p> <p><b>F</b> FREE RELEASE</p> <p><b>H</b> DRAW PLAY FAKE , CHECK MIKE TO SS , ALT. HEAVY.</p>
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## BACKSIDE

## FRONTSIDE

<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p> <p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p>	<p><b>C</b> Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Lucky/Ringo calls, Packer vs. Diamond, Stick calls.</p> <p><b>G</b> Block Man On or Inside on LOS. Alert Ram/Lion, HVY/Squeeze. calls. Packer vs. Diamond.</p> <p><b>T</b> Block DE. Alert Packer, Area calls, Packer vs. Diamond. Alert Squeeze</p> <p><b>Y</b> Block #3. Give "Slow" call to tackle. Alert Area calls &amp; Block Out vs. Diamond</p>
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PROTECTION: K136 (137)



**DESCRIPTION:**

This is a 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLBer away from the call.

**QB**

5-step drop with Full Gap protection. Alert hot off of Sam LB Dog. Slant mesh! (Reverse out)

**F**

BLUFF release - Alert for Hot throw in 2 Back sets.

**H**

Block MDM off hip of ONT (DE or LBer).

**BACKSIDE**

Block #2 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

Block #3 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

**FRONTSIDE**

**C**

Block #1 weak.  
Alert Ram/Lion, Hard Ram/Lion, Packer & Ralph/Lester calls.

**G**

Block Man On or Inside on LOS.  
Alert Ram/Lion, Ralph/Lester, Packer calls.  
CP--PACKER VS "T" BUBBLE.

**T**

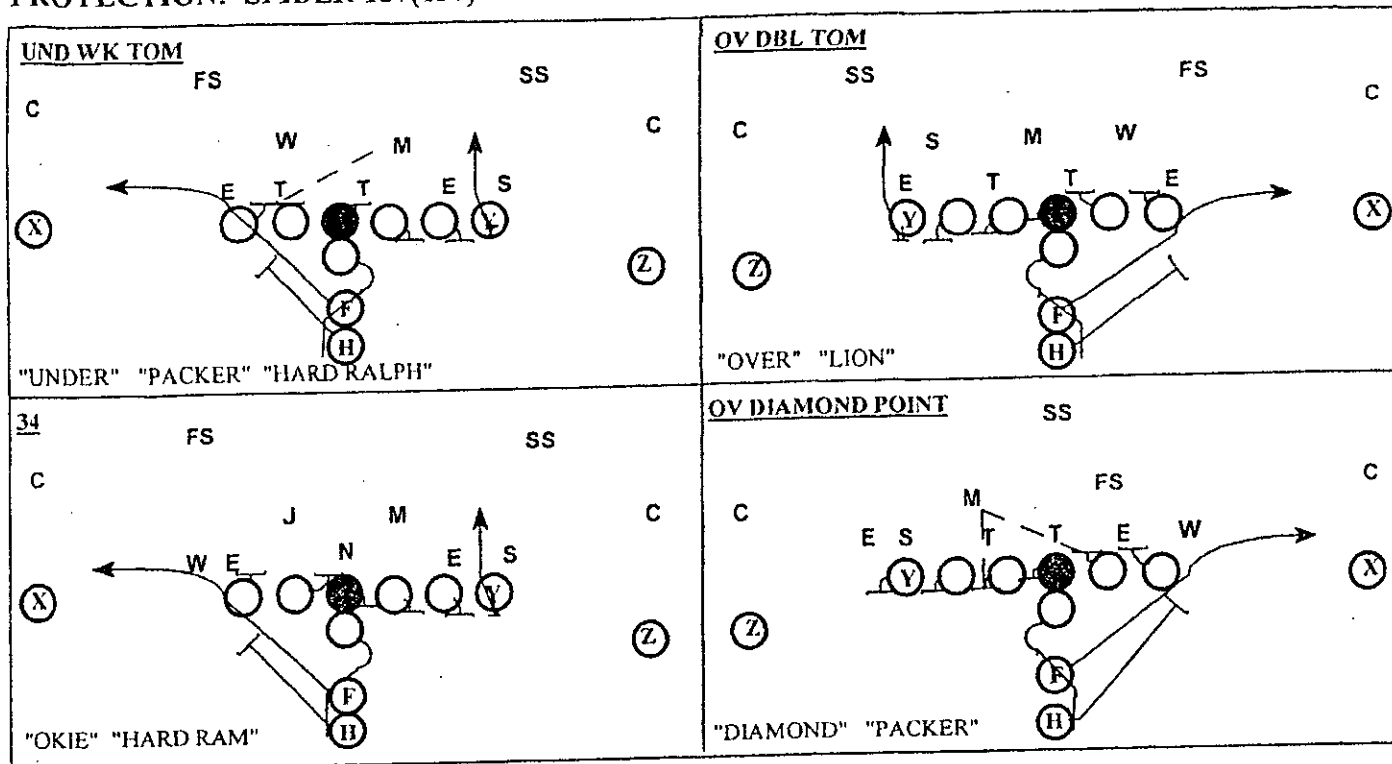
Block Inside Area.  
Alert Packer & Ralph Lester calls.  
CP--PACKER VS "T" BUBBLE.

**Y**

Release and run route.

# PROTECTION: SPIDER 137(136)

## 6 MAN WEAK TURN



<p><b>DESCRIPTION:</b></p> <p>This is a Weakside 6-Man Turn Protection with the O-Line responsible for the Onside "B" Gap to the OLBer away from the call.</p>	<p><b>QB</b></p>	<p>5-step drop with Full Gap protection. Alert hot off of WLBer Dog. Slant mesh! (Reverse out)</p>
	<p><b>F</b></p>	<p>BLUFF release - Alert for Hot throw in 2 Back sets.</p>
	<p><b>H</b></p>	<p>Block MDM off hip of ONT (DE or LBer).</p>

### FRONTSIDE

<p>Block #1 weak. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; Ralph/Lester calls.</p>	<p><b>C</b></p>	
<p>Block Man On or Inside on LOS. Alert Ram/Lion, Ralph/Lester, Packer &amp; HVY calls. CP-PACKER VS "T" BUBBLE.</p>	<p><b>G</b></p>	<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; Ralph/Lester calls.</p>
<p>Block Inside Area. Alert Packer &amp; Ralph Lester calls. CP-PACKER VS "T" BUBBLE.</p>	<p><b>T</b></p>	<p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; Ralph/Lester calls.</p>
	<p><b>Y</b></p>	<p>Check into route off of #4, Diamond point the DE is #4.</p>

### BACKSIDE

<p><b>C</b></p>	
<p><b>G</b></p>	<p>Block #2 weak. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; Ralph/Lester calls.</p>
<p><b>T</b></p>	<p>Block #3 weak. Alert Ram/Lion, Hard Ram/Lion, Packer &amp; Ralph/Lester calls.</p>
<p><b>Y</b></p>	<p>Check into route off of #4, Diamond point the DE is #4.</p>

# PROTECTION: SPRINT 138 SELL IT

<p><u>UND WK TOM</u> FS SS</p> <p>C</p> <p>"UNDER" "SLIP" "B"</p>	<p><u>OV DBL TOM</u> FS SS</p> <p>C</p> <p>"OVER" "SCOOP" "A"</p>
<p><u>34</u> FS SS</p> <p>C</p> <p>"OKIE" "SLIP" "A"</p>	<p><u>OV DIAMOND POINT</u> FS SS</p> <p>C</p> <p>"DIAMOND" "OUT" "AB"</p>

<p><b>DESCRIPTION:</b></p> <p>HARD STRONG SIDE PLAY ACTION SELL OFF OF OUR SPRINT ACTION, GREAT FAKE AND PAD LEVEL.</p>	<p><b>QB</b></p> <p>SPRINT STEPS 4:00 O'CLOCK (8:00) EXTEND BALL WIDE, PLAY FAKE SET UP IN C GAP.</p> <p><b>F</b></p> <p>BLOCK SPRINT 38 RULES , E.M.O.L.</p> <p><b>H</b></p> <p>GREAT FAKE, BLOCK #4 ALT REDIRECT , ALT SWOOP.</p>
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## BACKSIDE

## FRONTSIDE

<p>BLOCK SPRINT 38 RULES</p> <p>BLOCK SPRINT 38 RULES, WORK BACK TO F IF NEEDED.</p>	<p><b>C</b></p> <p>BLOCK SPRINT 38 RULES</p> <p><b>G</b></p> <p>BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.</p> <p><b>T</b></p> <p>BLOCK SPRINT 38 RULES , ALT SWOOP FOR SS.</p> <p><b>Y</b></p> <p>BLOCK SPRINT 38 RULES . ALT SWOOP FOR SS.</p>
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# PROTECTION: SPRINT 138 BOOK IT

<p><u>UND WK TOM</u> FS SS</p> <p>" UNDER " " SLIP " " SLAP " " ALT SQZ "</p>	<p><u>OV DBL TOM</u> FS SS C</p> <p>" OVER " " SCOOP " " A " " SLAP " " H "</p>
<p><u>34</u> FS SS</p> <p>" OKIE " " SLIP " " A " " SLAP " " H "</p>	<p><u>OV DIAMOND POINT</u> SS C</p> <p>" DIAMOND " " OUT " " SLAP ALT SQZ " " H "</p>

## DESCRIPTION:

HARD STRONG SIDE PLAY ACTION SELL OFF OF OUR SPRINT ACTION, GREAT FAKE AND PAD LEVEL, THE QB IS HOT OFF THE WLB.

QB

SPRINT STEPS 4:00 O'CLOCK (8:00) EXTEND BALL WIDE, PLAY FAKE SET UP IN C GAP.

F

H

GREAT FAKE, BLOCK #4, ALT SWOOP.

## BACKSIDE

YOU ARE STICK, ALT SQZ FOR WLB.

YOU ARE STICK, ALT SQZ FOR WLB.

## FRONTSIDE

C

BLOCK SPRINT 38 RULES

G

BLOCK SPRINT 38 RULES, ALT SWOOP FOR SS.

T

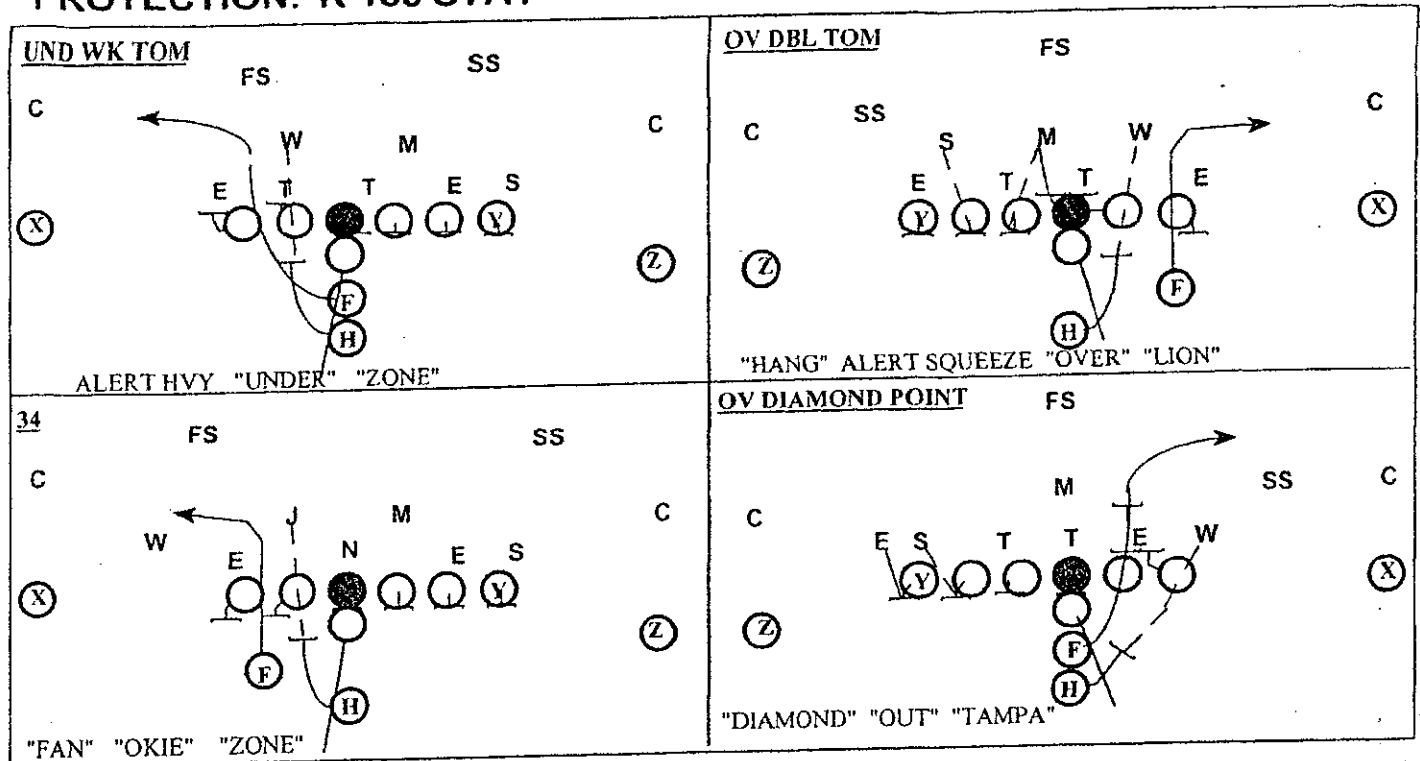
BLOCK SPRINT 38 RULES, ALT SWOOP FOR SS.

Y

BLOCK SPRINT 38 RULES, ALT SWOOP FOR SS.

# PROTECTION: R 135 STAY

# 7 MAN SOLID PRO



## DESCRIPTION:

A play action pass off our weak side zone scheme , hard ball sell both backs inside , the o.line has the mike and sam and the hb has the wlb, the fb is free.

**QB**

PLAY ACTION 7 MAN PROTECTION , HARD R 35 FAKE , SET UP INSIDE LEG OF GUARD.

**F**

Release Into Route.

**H**

HARD FAKE - CHECK WILL TO FS - ALERT REDIRECT , ALT HEAVY AND 5.0.

## FRONTSIDE

Block #0 to Mike.  
Alert Hole, Ram/Lion, Zone Calls.

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

## BACKSIDE

**C**

**G**

Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze &  
Swoop calls.

**T**

Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

**Y**

Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls, block your way out.

# PROTECTION: JAB 144 COUNTER

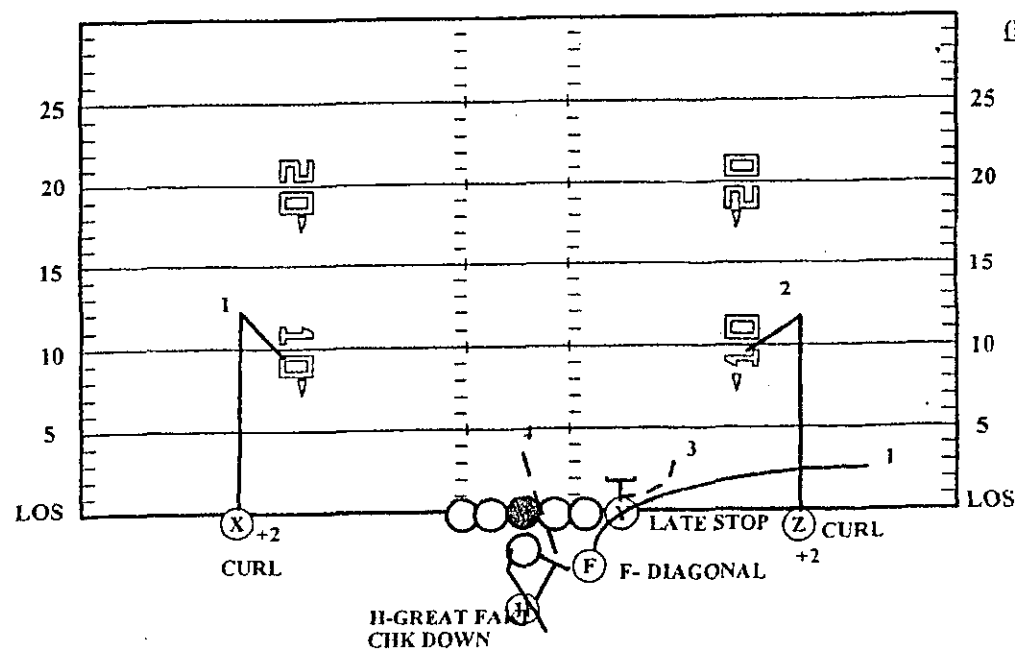
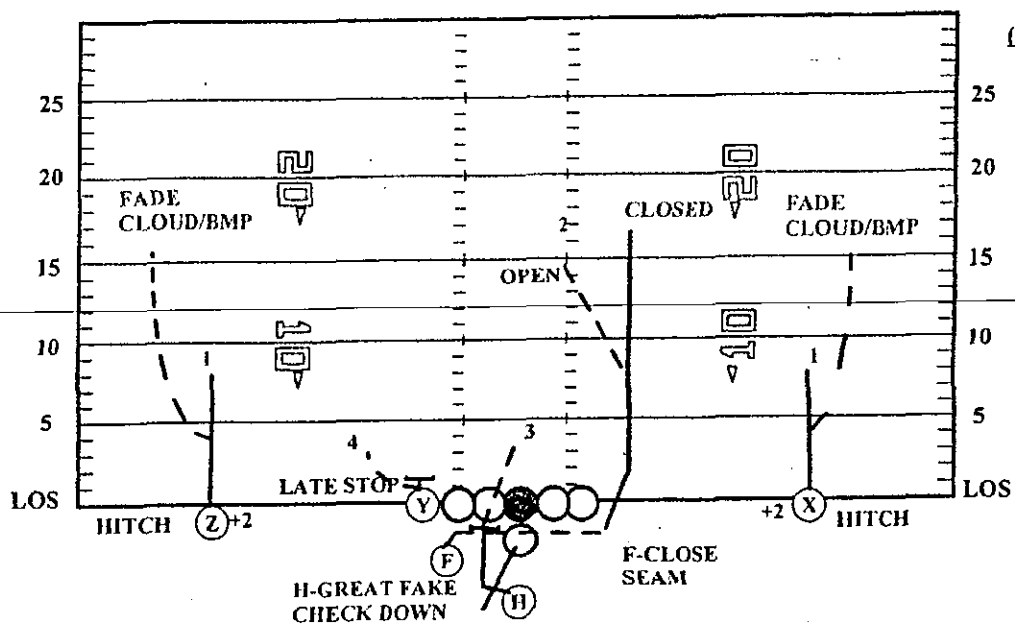
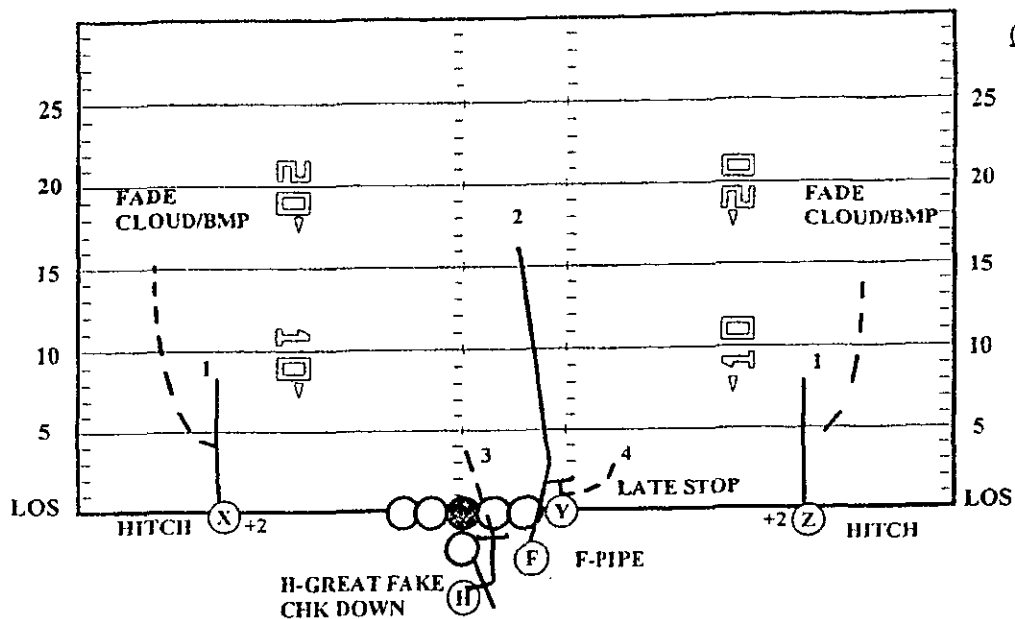
<p><b>EVEN</b></p> <p>SS FS</p> <p>"EVEN" "CAT BASE" "DEUCE"</p>	<p><b>34</b></p> <p>SS FS</p> <p>"OKIE" "ACE" ALERT QUICK ALERT WANDA</p>
<p><b>OVER DBL TOM</b></p> <p>FS</p> <p>"OVER" "CAT" "QUICK"</p>	<p><b>UNDER WK TOM</b></p> <p>FS</p> <p>"UNDER" "DEUCE" ALERT DOWN "CAT BASE"</p>

<p><b>DESCRIPTION:</b></p> <p>This is an inside gap 7 man Play Action Protection off of our weakside MID CTR run.</p>	<p><b>QB</b></p> <p>Jab Action, (Reverse out) 6 or 8 step drop. Alert S/A vs SS Blitz.</p> <p><b>F</b></p> <p><b>H</b></p> <p>BLOCK D GAP DEFENDER, HELP GUARD BY STAYING ON THE OUTSIDE NUMBER.</p>
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## FRONTSIDE

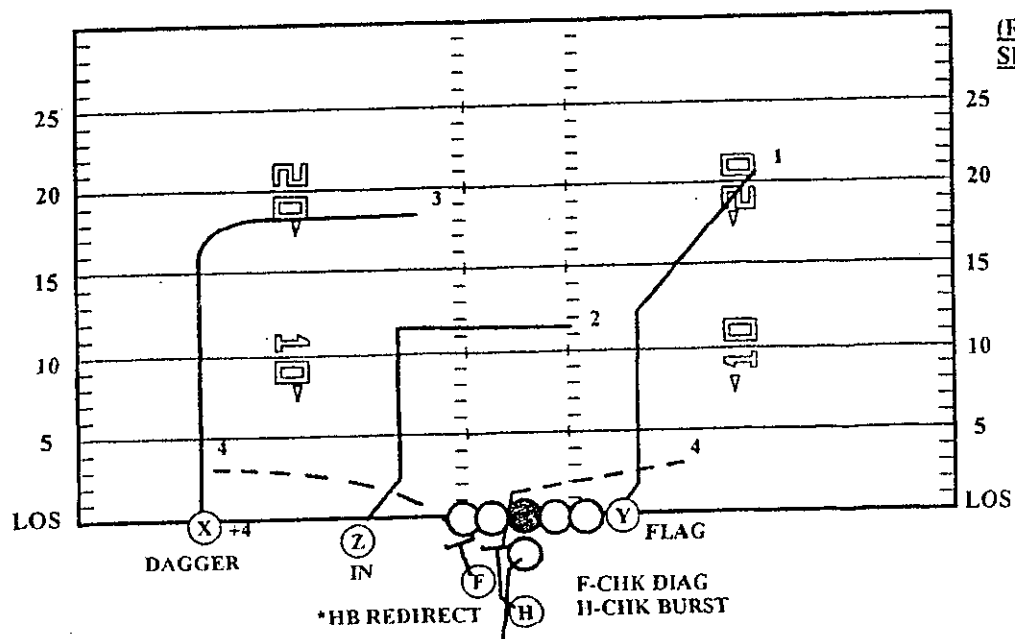
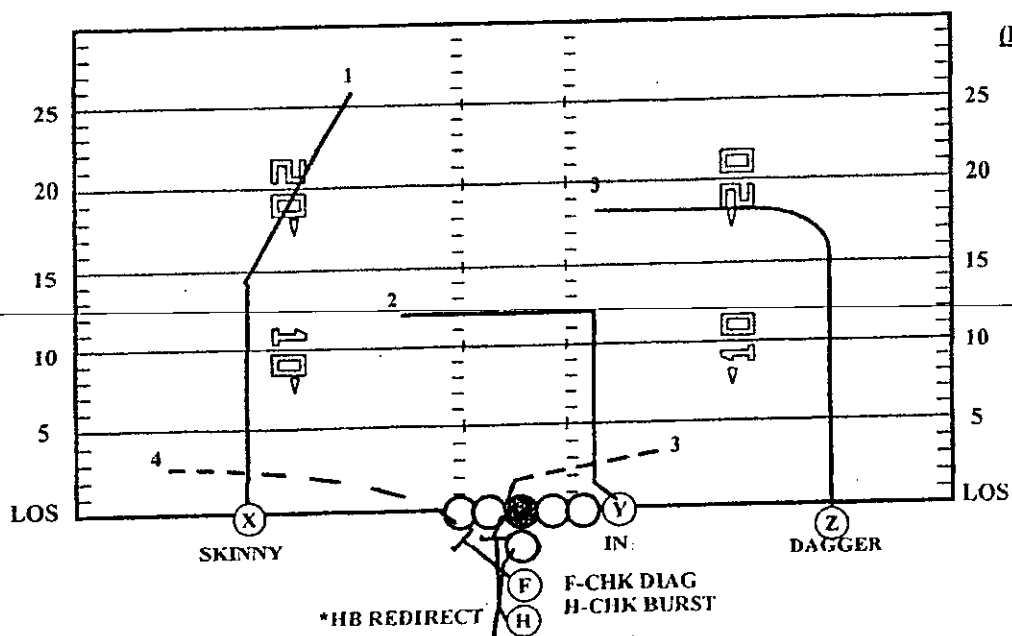
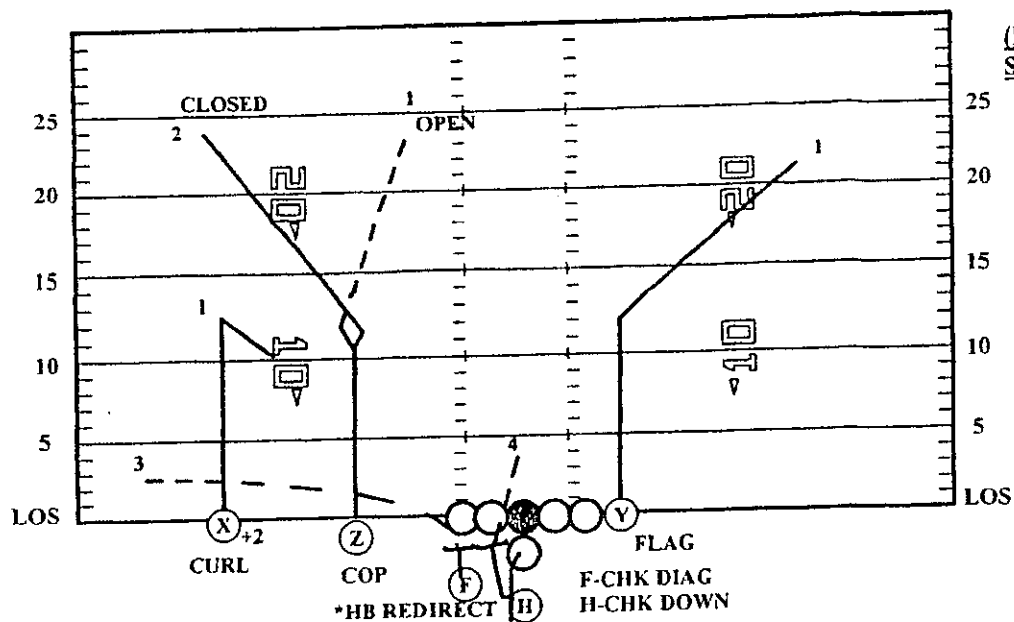
## BACKSIDE

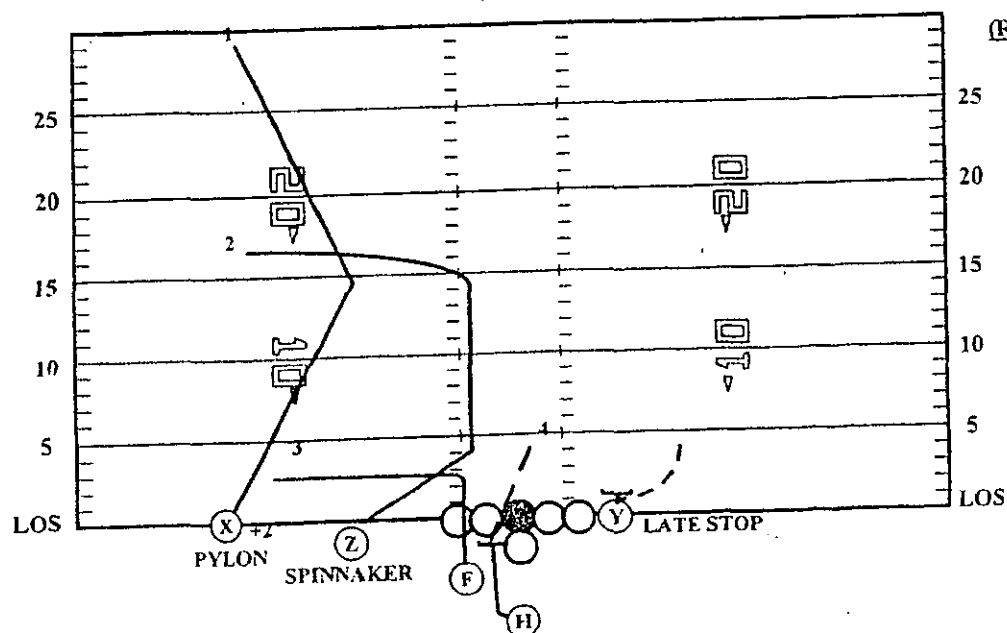
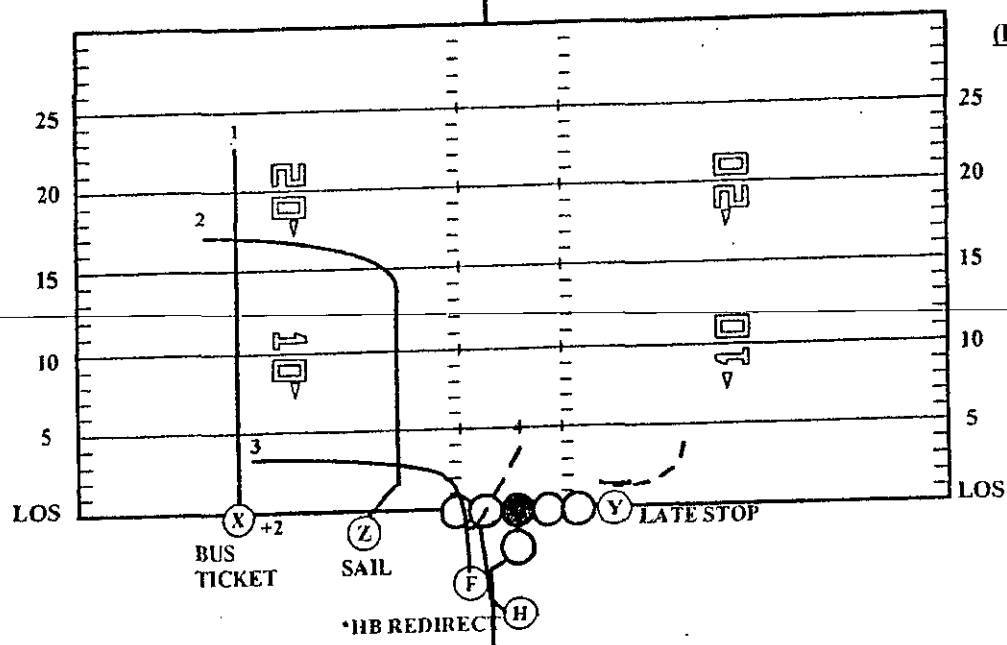
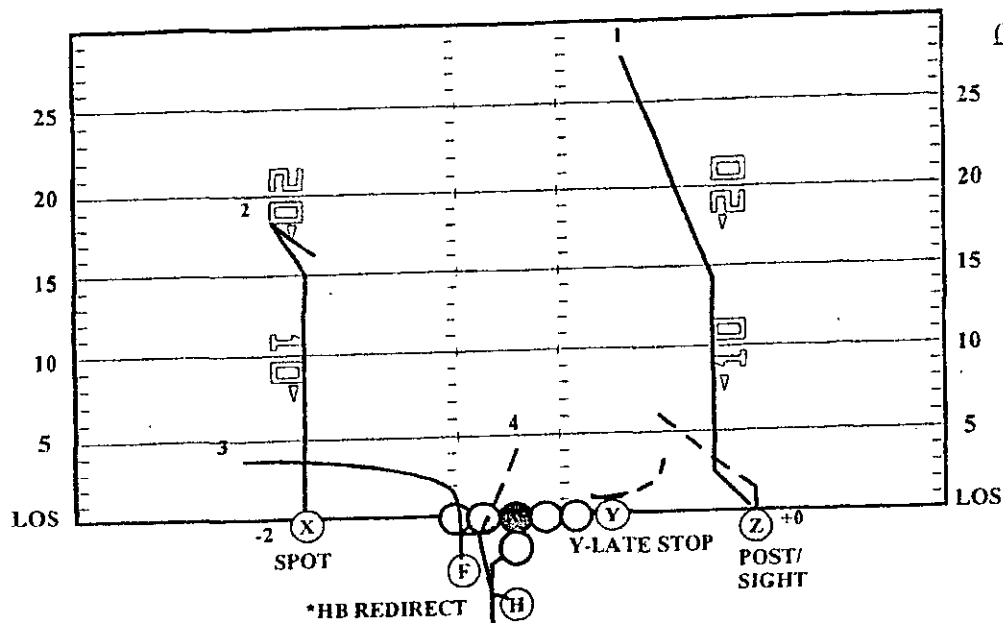
<p>Insure Backside A Gap, Fill for Pulling BSG. Alert Quick, Ace &amp; down calls.</p> <p>Insure A Gap. Alert for LBer Run Through. Alert Deuce, Quick, Ace &amp; Down calls. C.P. Sell The Run.</p> <p>Insure B Gap. Alert For LBer Run Through. vs. ONG Covered Deuce/Down. vs ONG Uncovered Gap Step &amp; Secure B Gap. C.P. Sell The Run/vs WLBer on LOS make Wanda call</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p>PULL AND TRAP C GAP DEFENDER THE FIRST THING OFF OF THE TACKLES HIP, THE BACK HAS HELP ON YOUR OUTSIDE HIP, ALT WANDA!</p> <p>Insure B Gap. vs. BSG Covered Cat Step &amp; Slam DT, Work Out Help TE. vs. BSG Uncovered Gap Step and block DE. vs. Blanket Look make cat base call.</p> <p>Insure C Gap. vs. BST Covered Block SLB--Alert cat base call, dbl cat call. vs BST Uncovered Block DE.</p>
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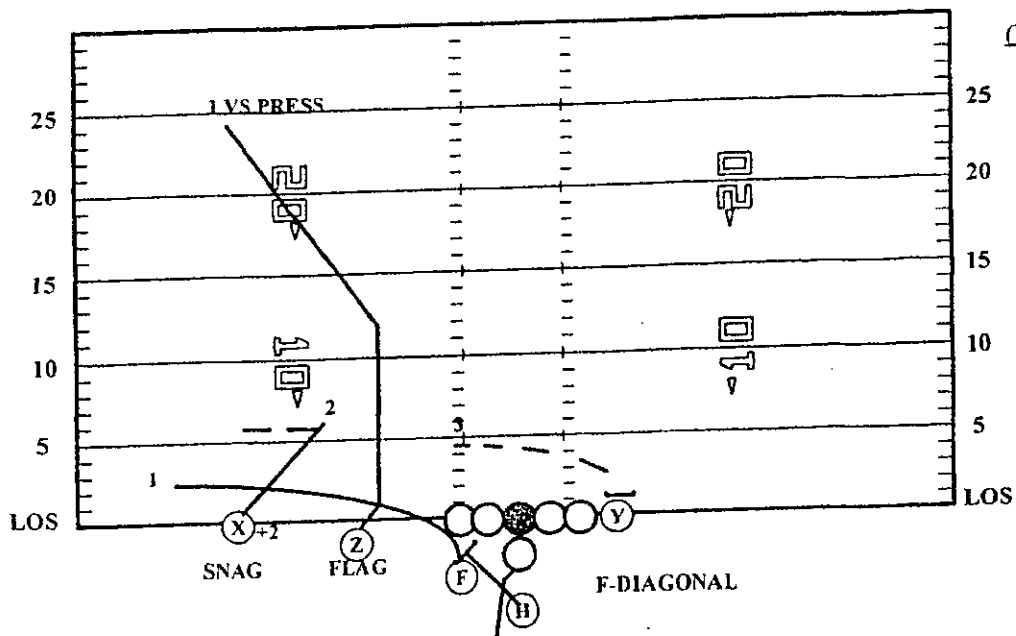








# SPIDER 137

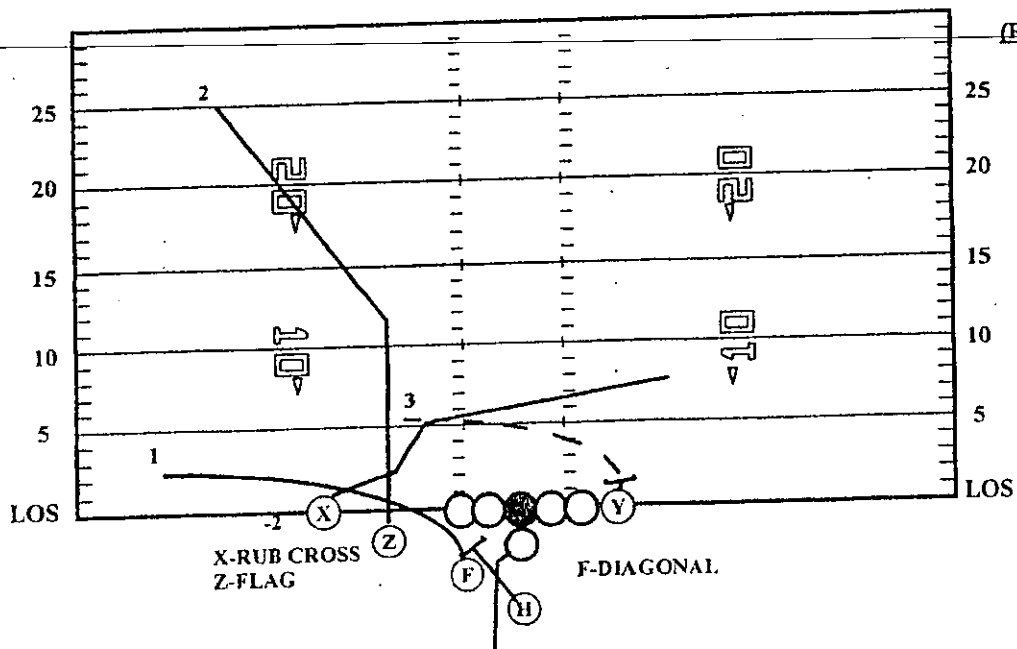


(REG/DET)-0 WEAK SLOT

-SPIDER 137 X SNAG

**-Y- BLK #4 STING  
RELEASE SHALLOW**

SNAG- LOOK FOR RUB VS  
MAN  
SIT INSIDE FIRST FLAT  
DEFENDER VS ZONE

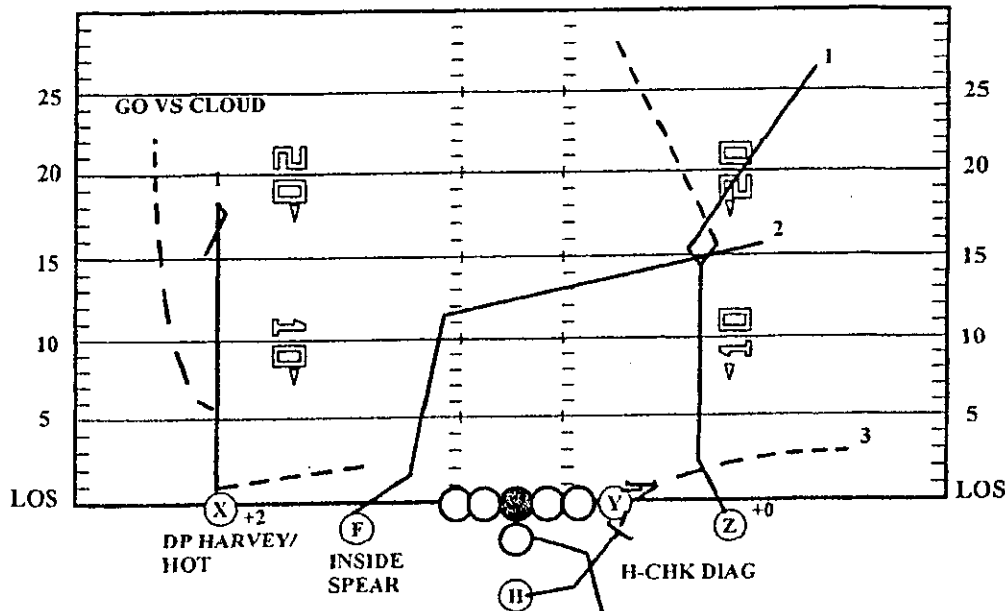


(REG/DET)-0 SLOT NASTY

-SPIDER 137 Z RAZOR

**-Y BLK #4 STING  
RELEASE SHALLOW**

# SPRINT 138 BOOK IT



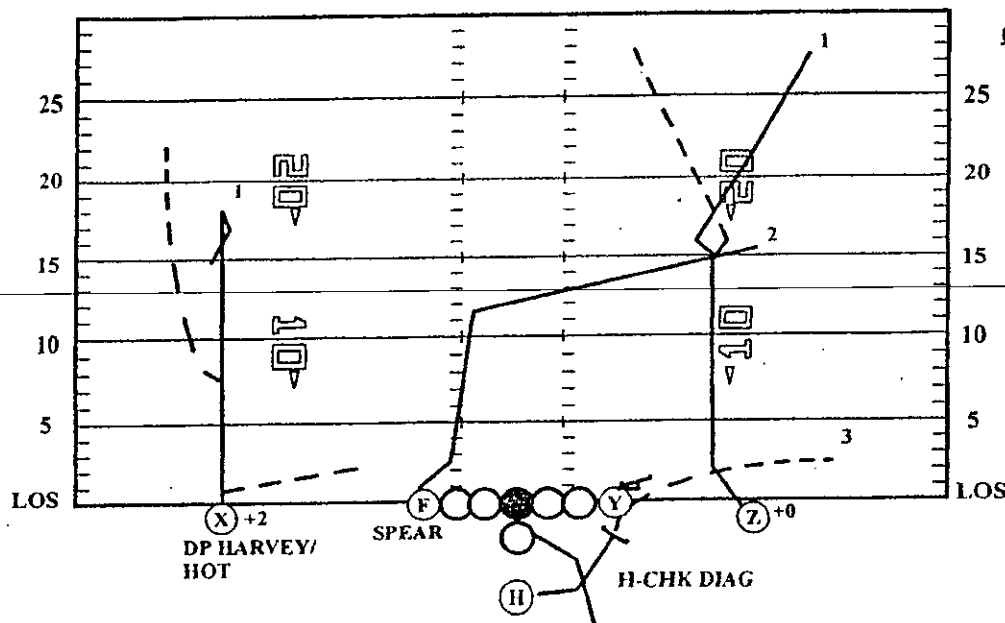
(REG/DET/HALF)-0 HALF

-SPRINT 138 BOOK IT  
Z PIPE

QB/HB GREAT FAKE

NO REDIRECT ON BOOK IT

-PIPE-READ NEAR HIGH  
DEFENDERS TECH.

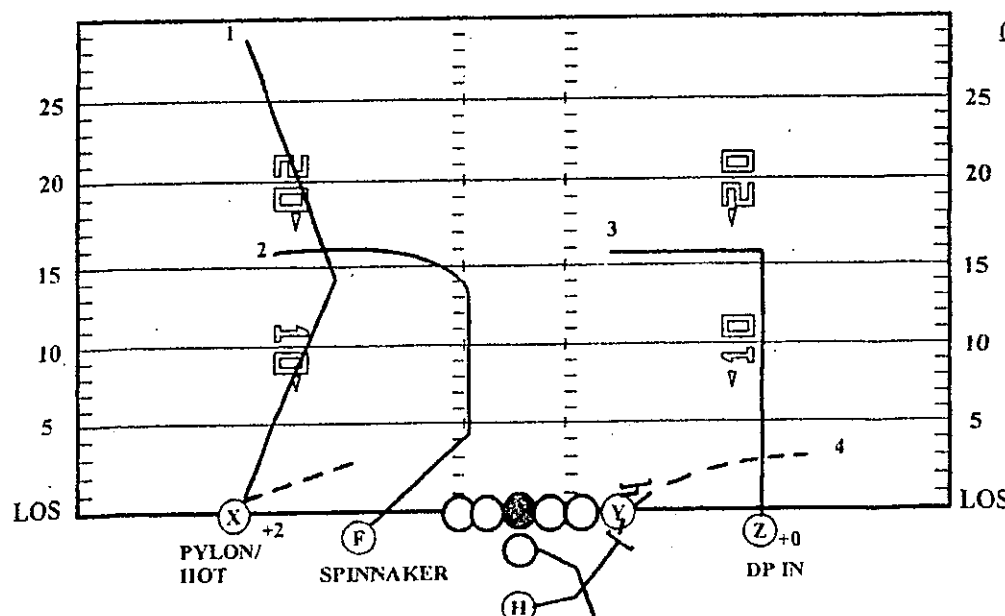


(DET)-0 ON

-SPRINT 138 BOOK IT  
Z PIPE

QB/HB GREAT FAKE

-NO REDIRECT IN BOOK IT



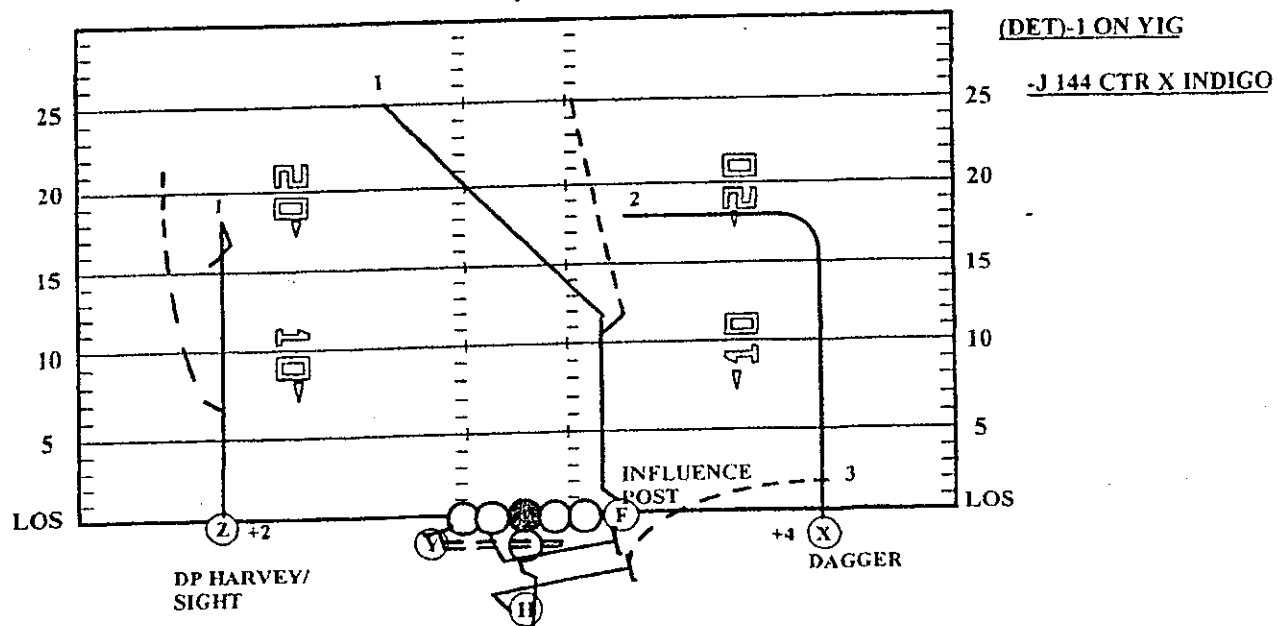
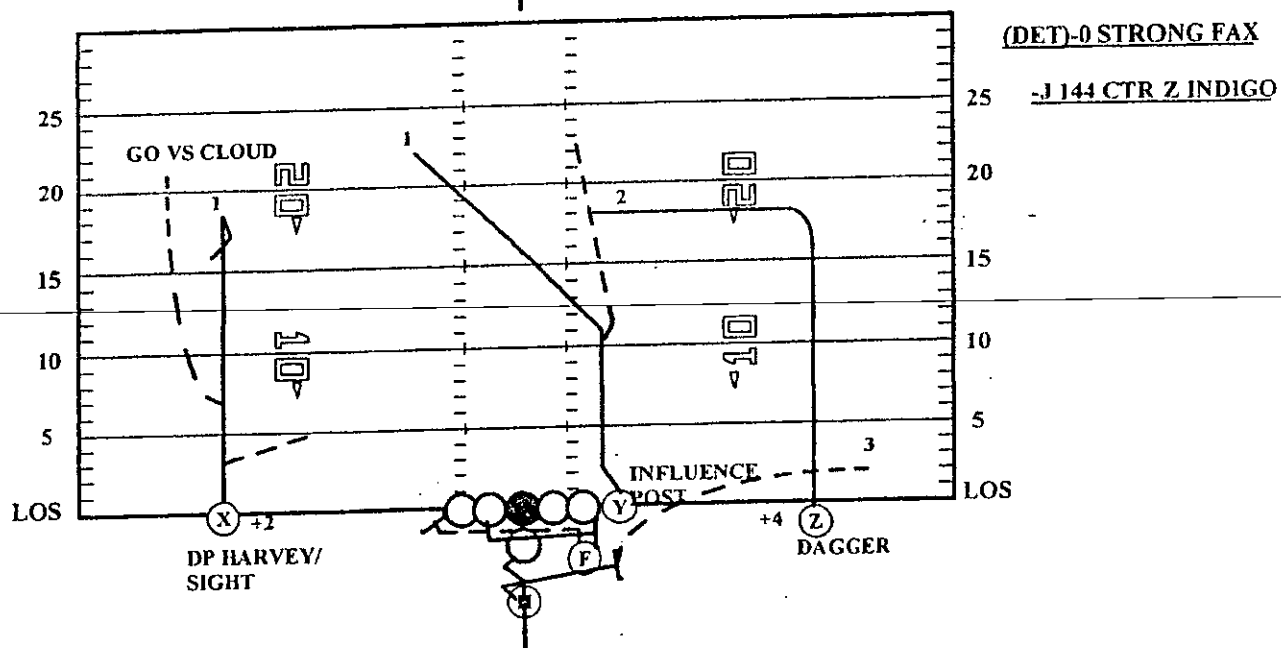
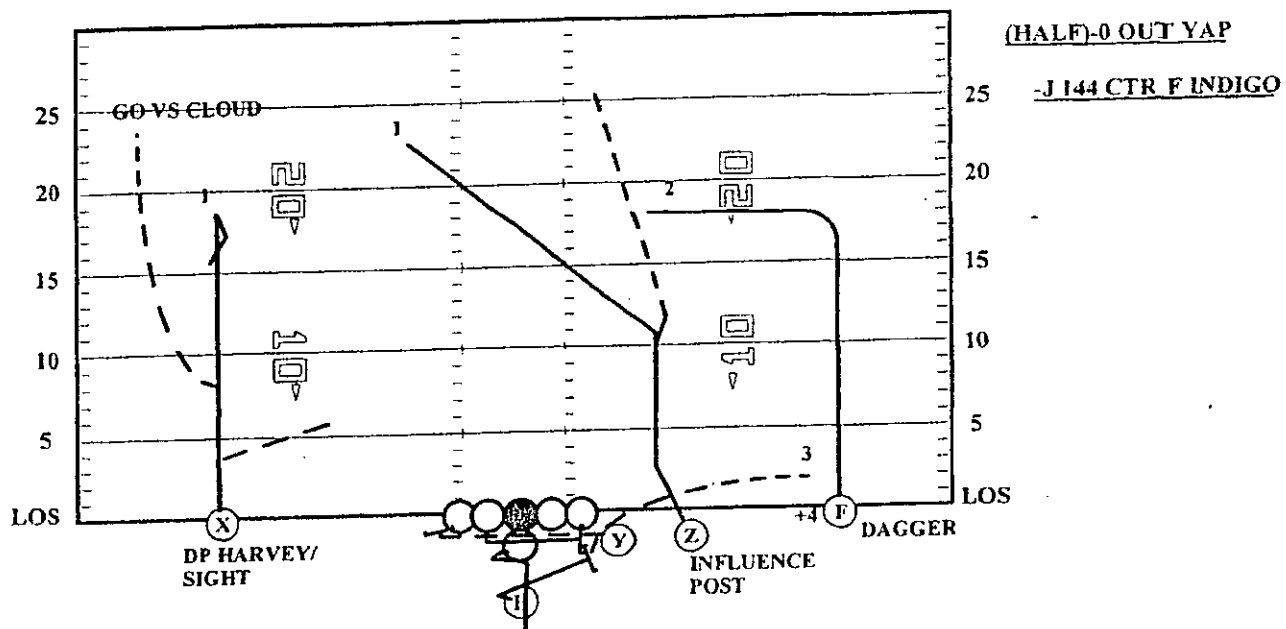
(REG/DET/HALF)-0 HALF

-SPRINT 138  
BOOK IT  
F SPINNAKER

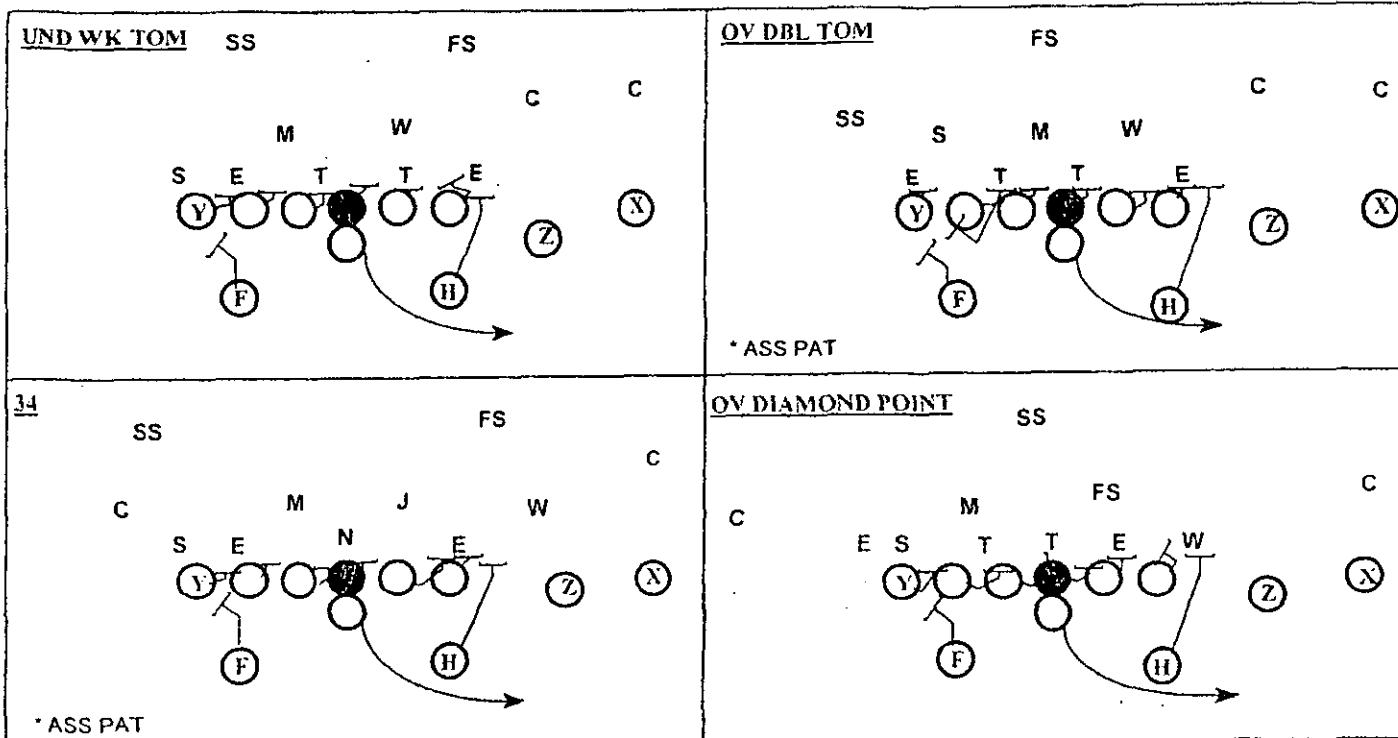
-SPINNAKER  
RELEASE INSIDE HASH

PYLON  
INSIDE RELEASE TO 14YRDS  
BACK PYLON AIMING PT

# JAB 144 COUNTER



# PROTECTION: 218



## DESCRIPTION: 8 MAN PRO

A MOVE THE POCKET SPRINT PROTECTION (GAP SCHEME). 218 IS TO THE SPLIT END.

**QB**

SPRINT ACTION WITH 1st STEP AT 5:00 O'CLOCK

**F**

BLOCKFIRST MAN OUTSIDE OF TE"s BLOCK

**H**

CUT BLOCK EMOL -- ALERT SLOT BLITZ  
ALERT ASS PAT

## COACHING POINTS

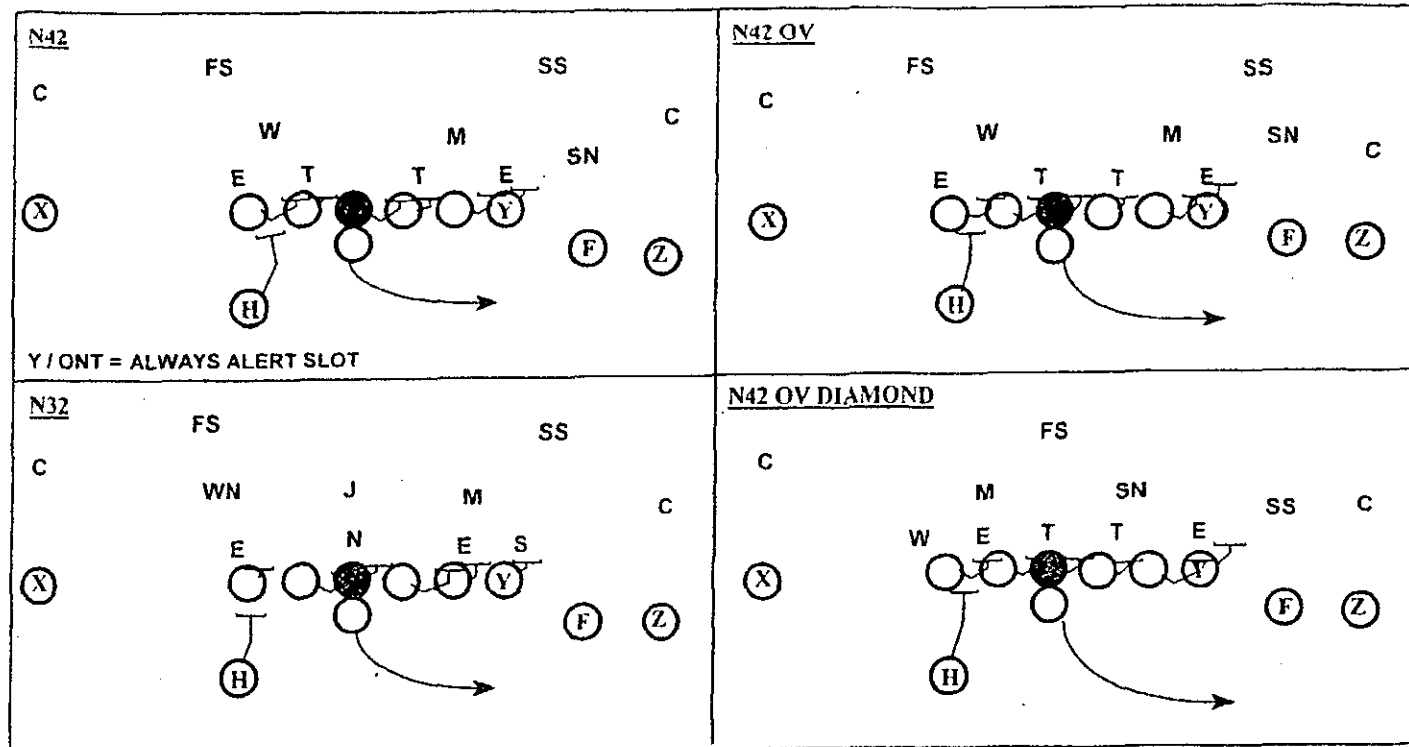
ALERT ASS PAT- NO PAT VS 3 OR 4 TECH

CHEAT UP AND OUT A LITTLE

CUT OUTSIDE LEG

IF YOU HAVE NO-ONE TO BLK TURN BACK AND  
HELP TACKLE (RIBS)

# PROTECTION: 228 (229)



## DESCRIPTION:

A MOVE THE POCKET SPRINT PROTECTION (GAP SCHEME) 228 IS TO THE T.E.

QB

SPRINT ACTION WITH 1st STEP AT 5:00 O'CLOCK

F

H

BLOCK EMOL OPPOSITE OF CALL.

## BACKSIDE

## FRONTSIDE

BLOCK ONSIDE GAP  
ALERT MINGO

BLOCK ONSIDE GAP  
ALERT MINGO

C

BLOCK ONSIDE GAP

G

BLOCK ONSIDE GAP

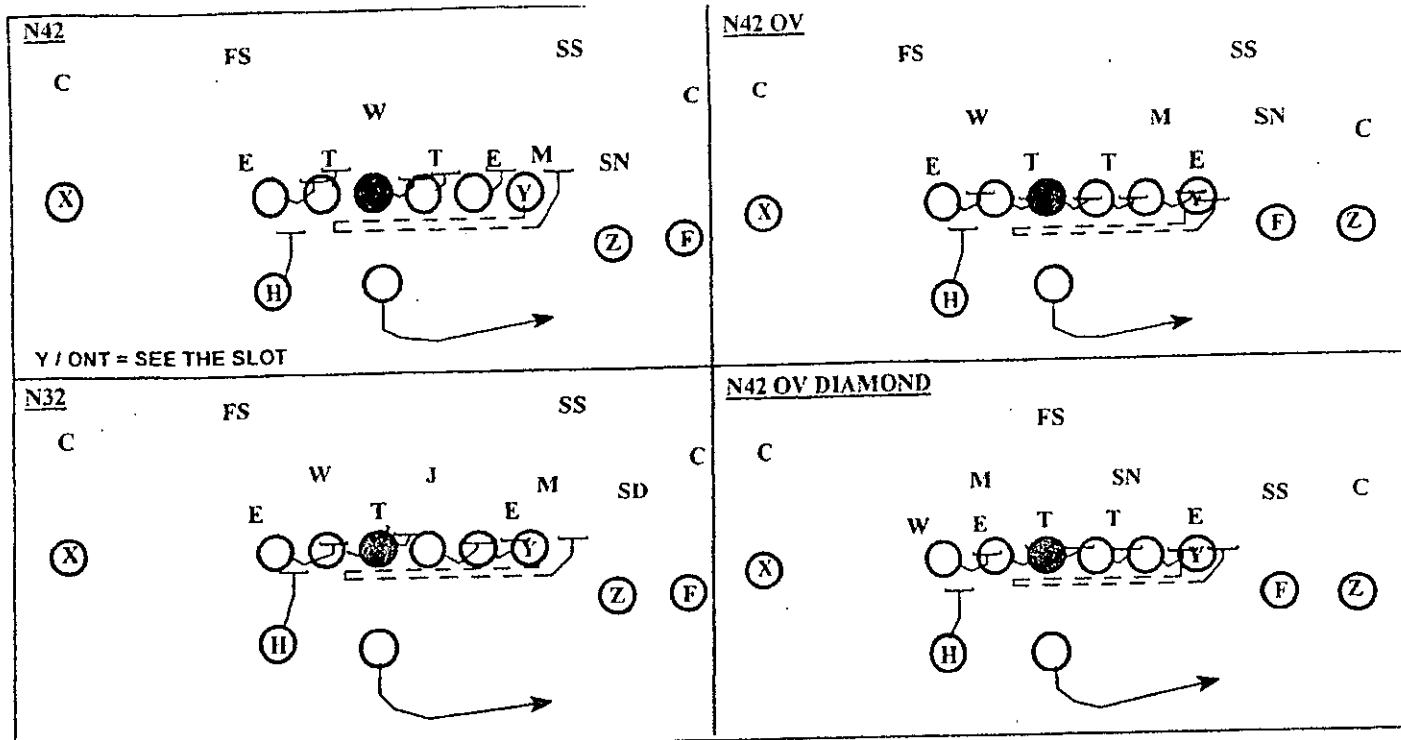
T

BLOCK ONSIDE GAP  
ALERT OUT VS POINT, ALERT SLOT

Y

BLOCK ONSIDE GAP  
ALERT OUT CALL, ALERT SLOT.



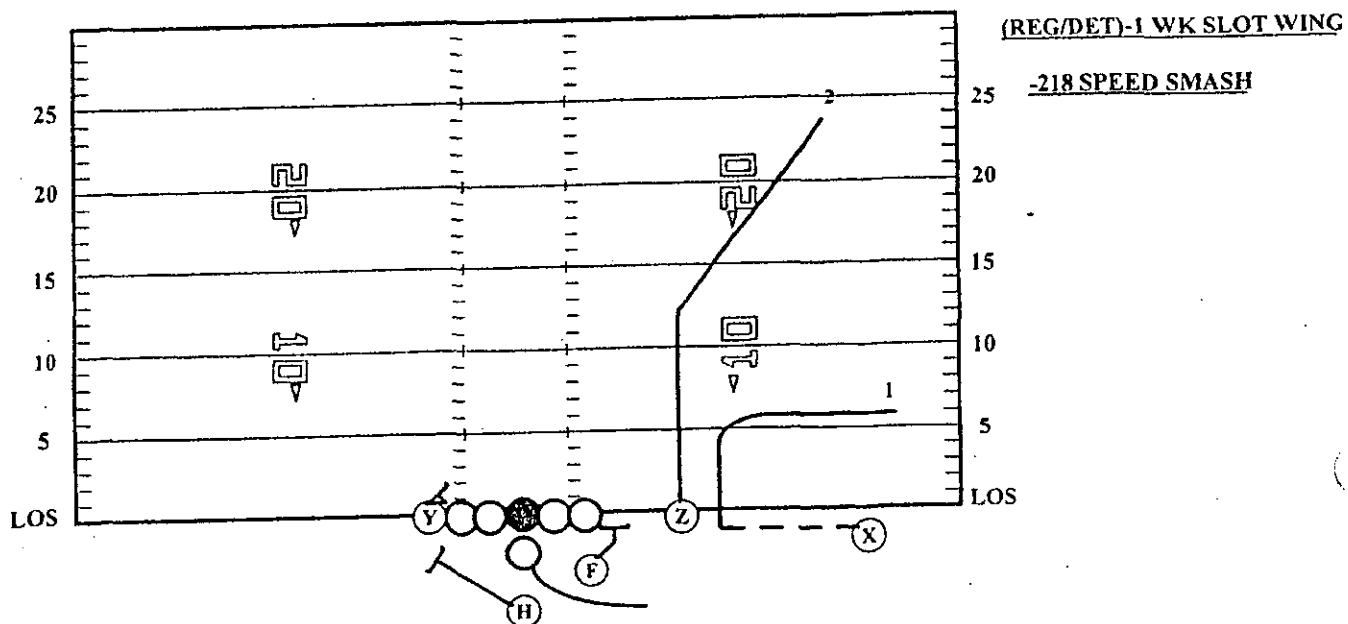
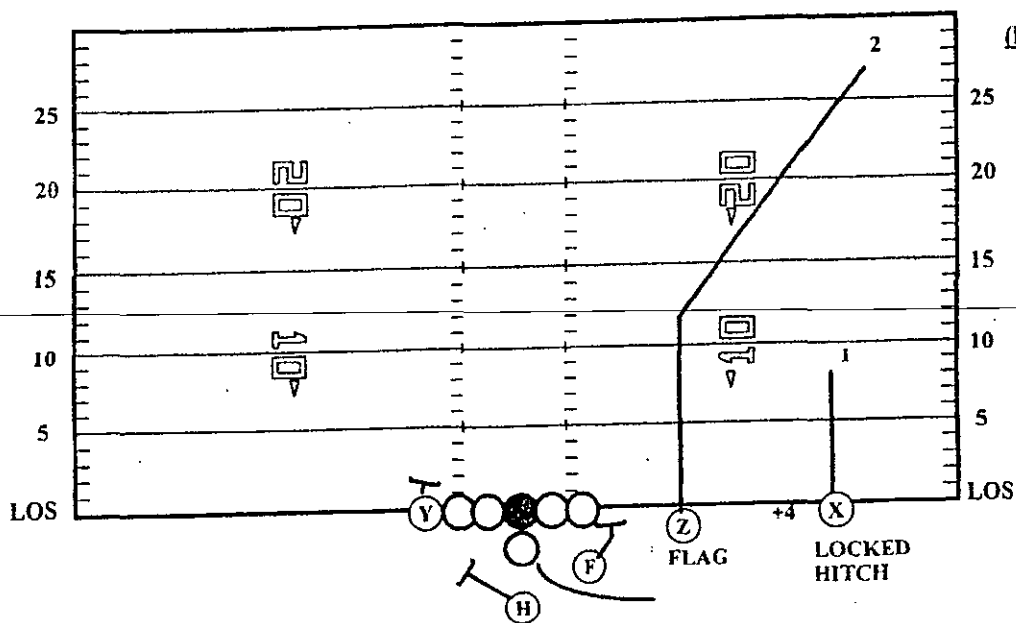
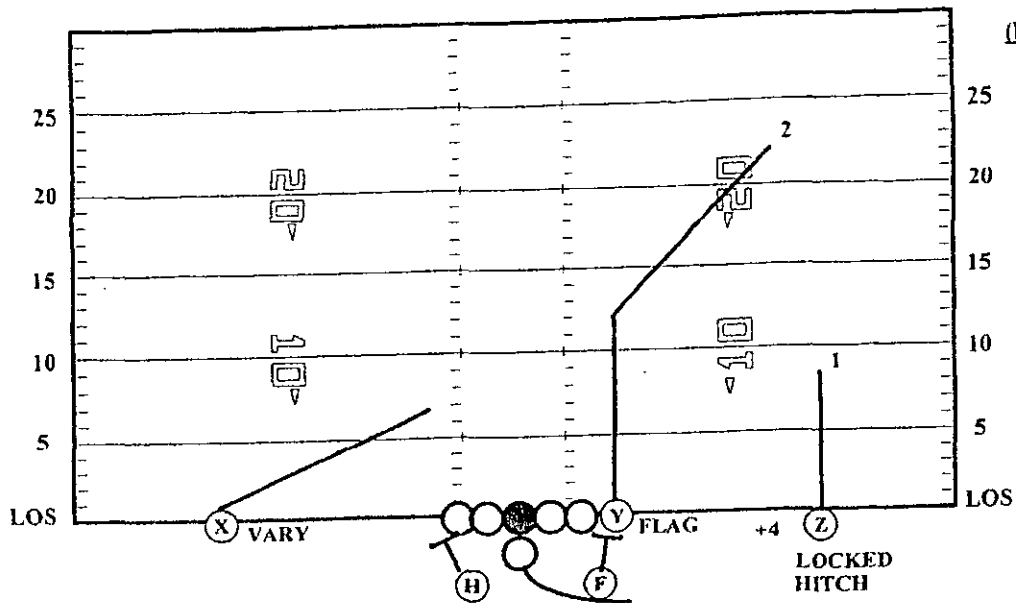


<p><b>DESCRIPTION:</b></p> <p>A MOVE THE POCKET DASH PROTECTION DESIGNED TO LOOK INITIALLY LIKE A DROPBACK PASS.</p>	QB	DASH ACTION WITH 1ST OF 3 STEPS BACK, THEN MOVING OUTSIDE THE POCKET.
	F	
	H	BLOCK EMOL OPPOSITE OF THE CALL.

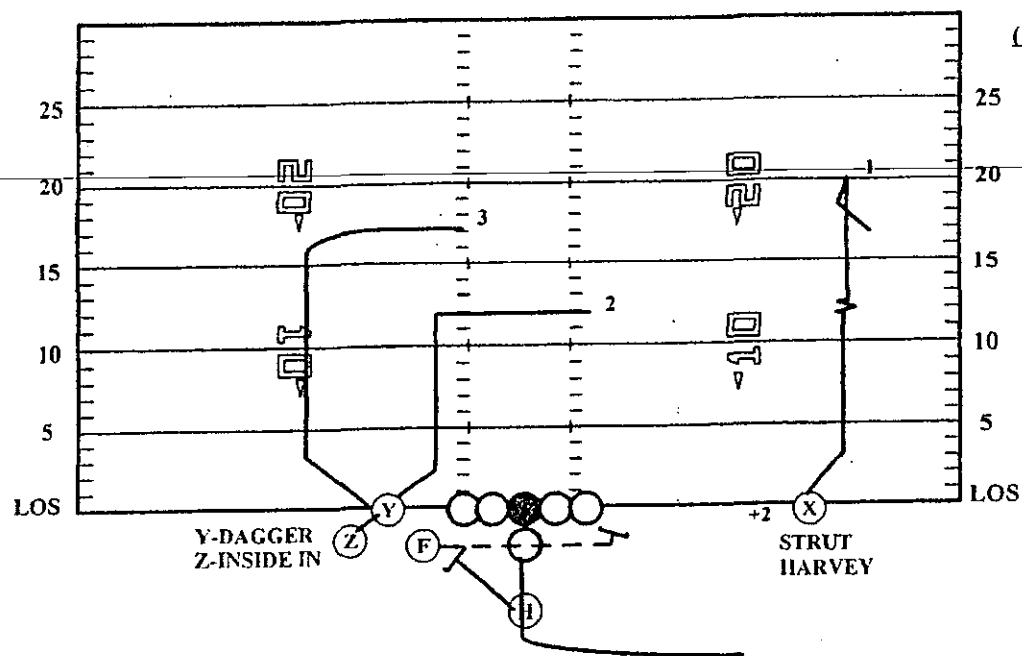
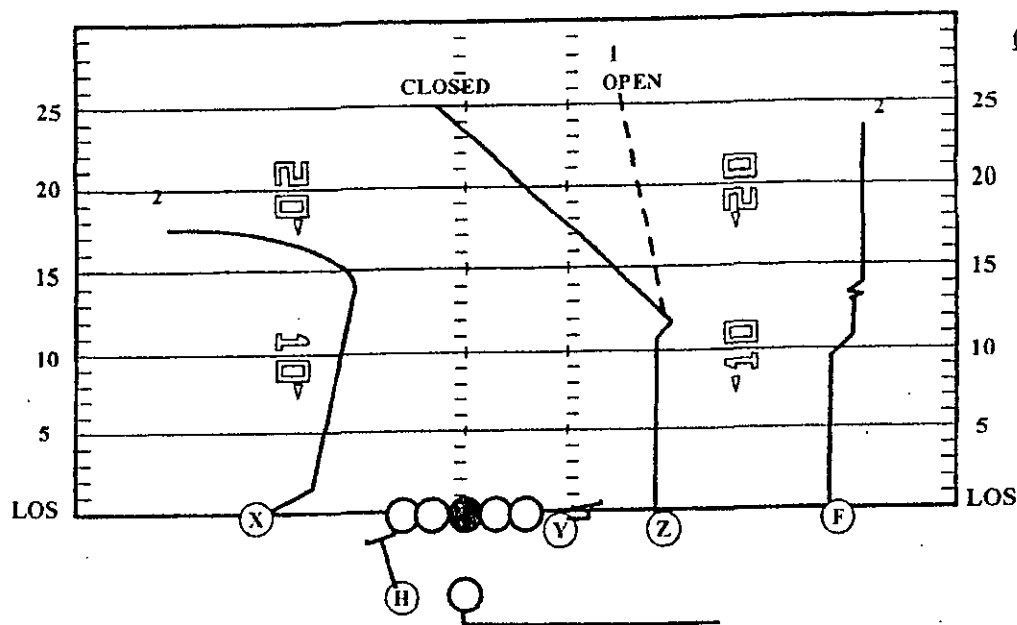
## BACKSIDE

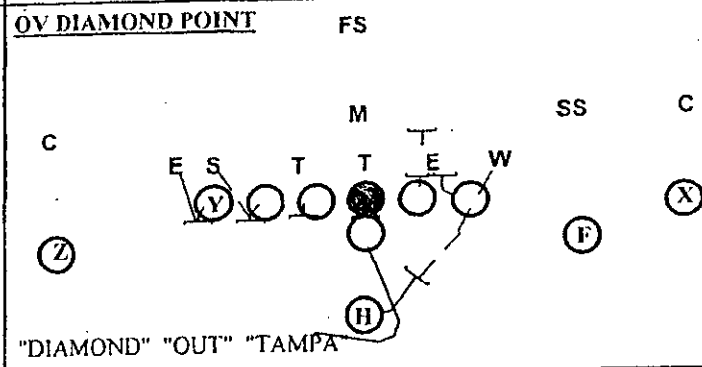
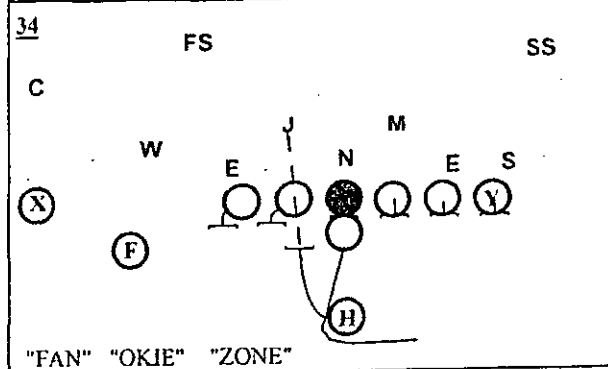
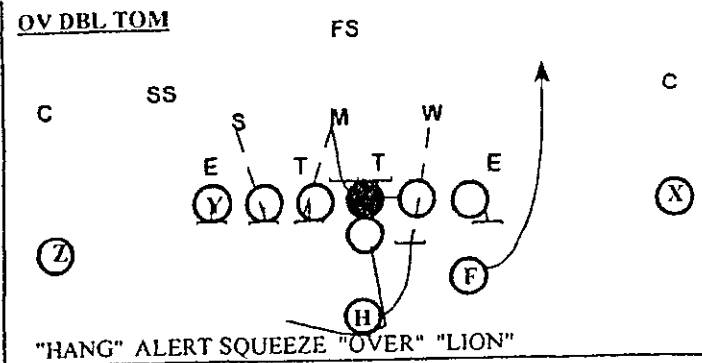
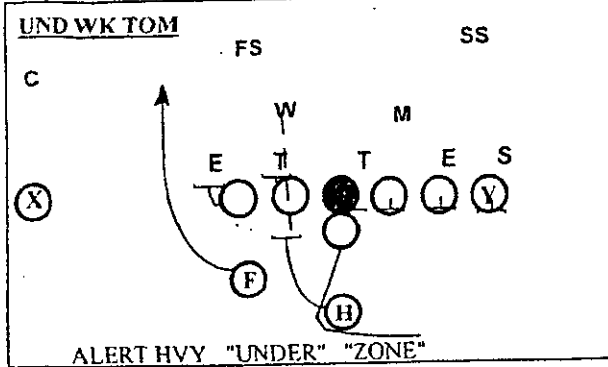
## FRONTSIDE

<p>BLOCK ONSIDE GAP ALERT MINGO</p> <p>BLOCK ONSIDE GAP ALERT MINGO</p>	C	BLOCK ONSIDE GAP
	G	BLOCK ONSIDE GAP
	T	BLOCK ONSIDE GAP ALERT OUT VS POINT, SEE THE SLOT.
	Y	BLOCK ONSIDE GAP ALERT OUT CALL, SEE THE SLOT









**DESCRIPTION:**

A play action pass off our weak side zone scheme. QB will set up in a strong A Gap.

**QB**

Open Lt (RIDE) Extending ball. After Fake Set Up Between OC & RG ("A" Gap) at 9 Yds Depth.

**F**

Release Into Route.

**H**

.SELL RIDE ACTION, BLOCK WLB TO FS, ALT REDIRECT, ALT HEAVY.

**FRONTSIDE**

Block #0 to Mike.  
Alert Hole, Ram/Lion, Zone Calls.

Block #1.  
Alert Hole, Ram/Lion, Zone, HVY,  
Tampa & Fan calls.

Block #2. If #2 is a LBer Fan.  
Alert Ram/Lion, Tampa & Fan calls..

**C**

**G**

**T**

**Y**

**BACKSIDE**

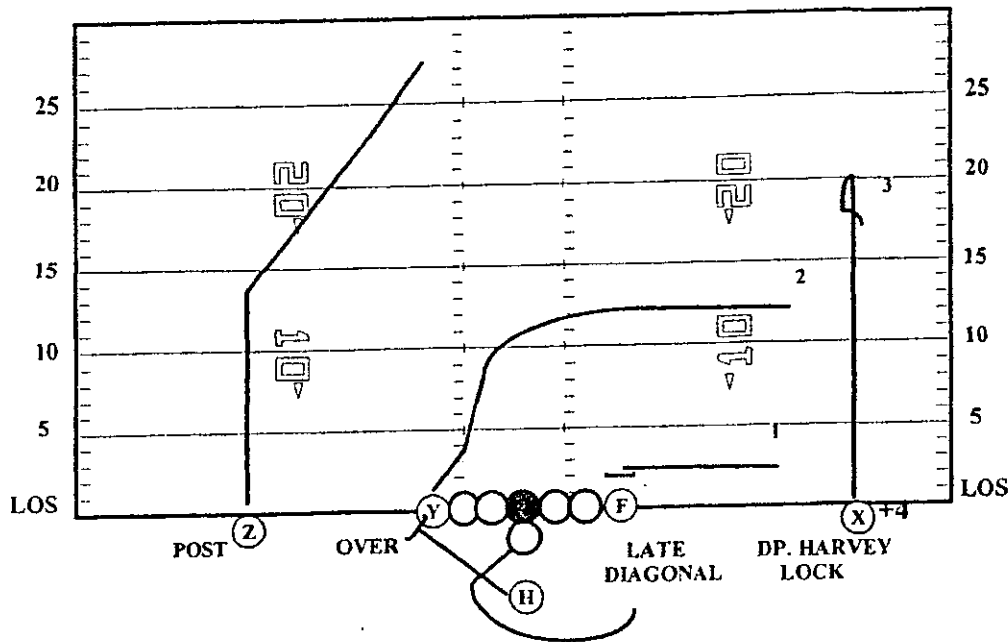
Block #1.  
Alert Hole, Ram/Lion, Zone, Squeeze &  
Swoop calls.

Block #2. If #2 is a LBer make a Hang call.  
Alert Ram/Lion, Squeeze, Swoop & Out calls.

Block #3. Make Slow call.  
Alert Squeeze, Swoop & Out calls.



# NAKEDS

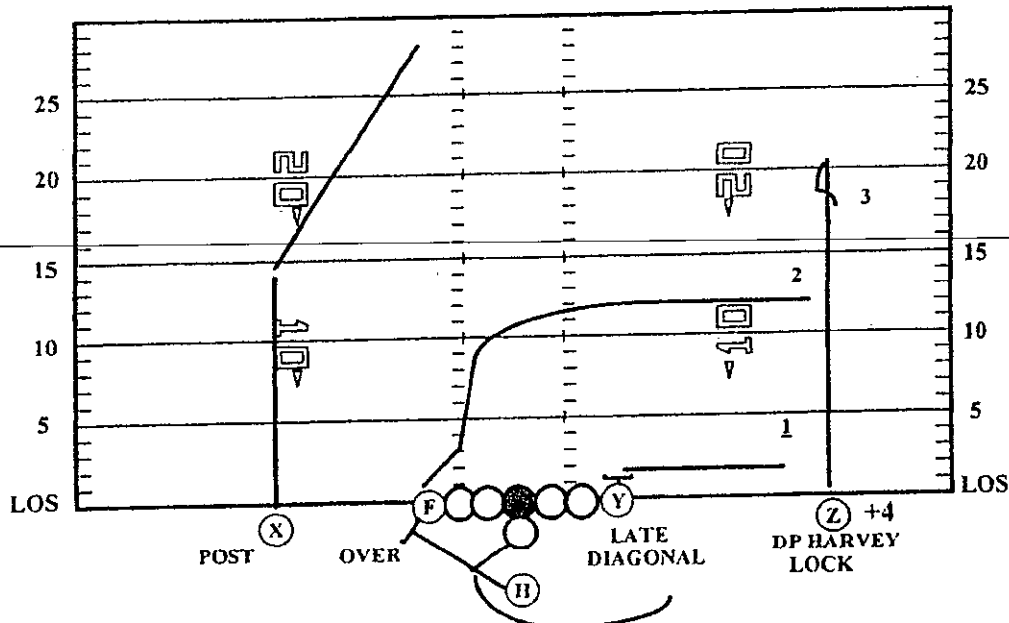


(R/D) 1 ON

SPRINT 339 NAKED RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

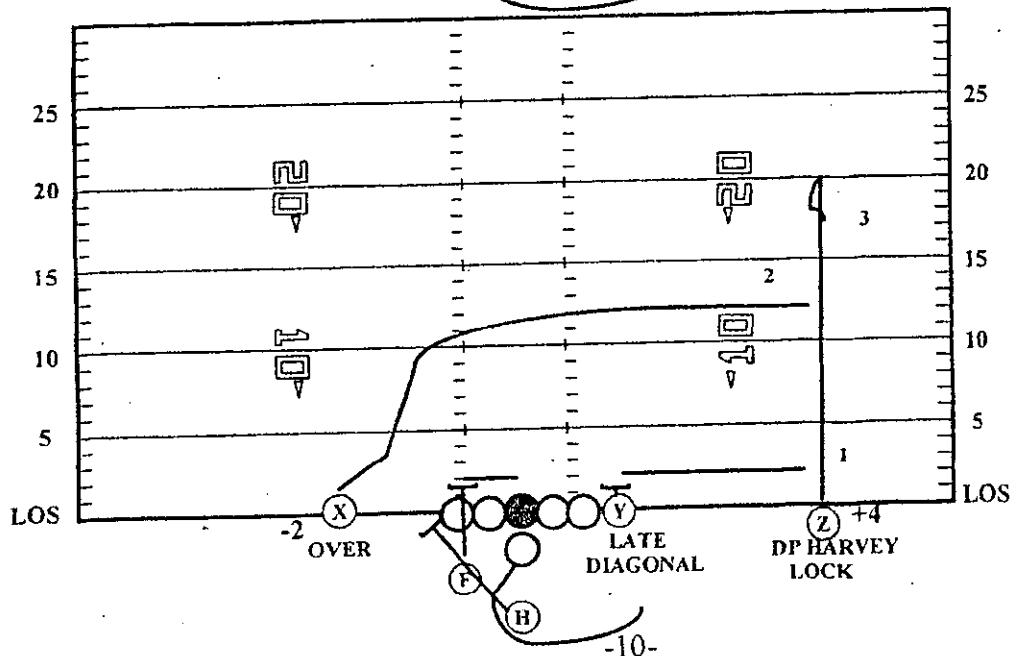


(D) 0 ON

SPRINT 339  
NAKED RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

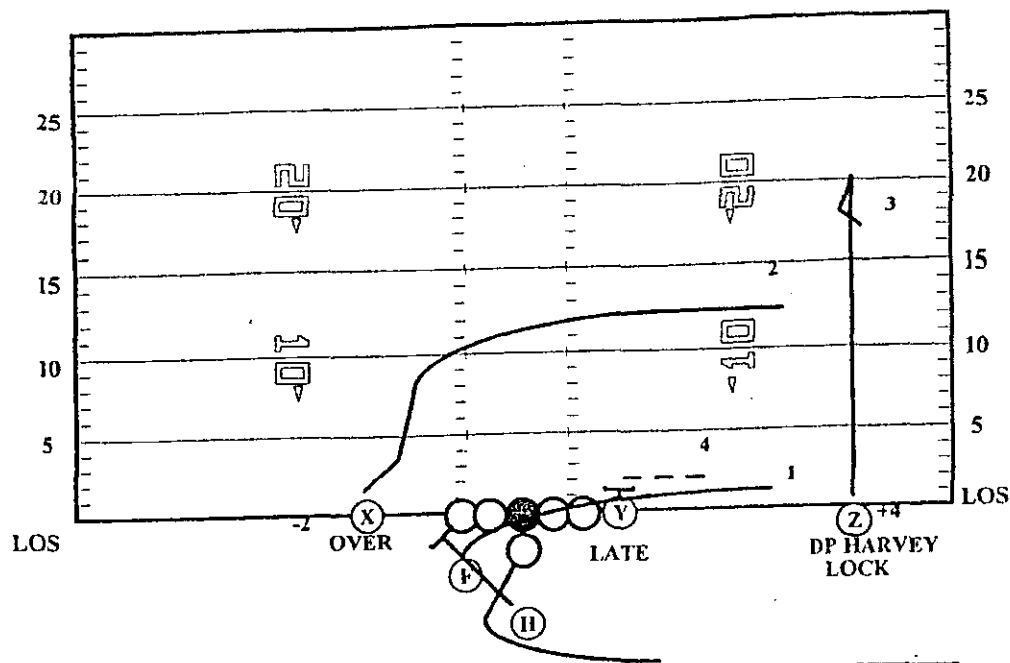


(R/D) 0 WK

RIDE 335 NAKED  
RT

DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE

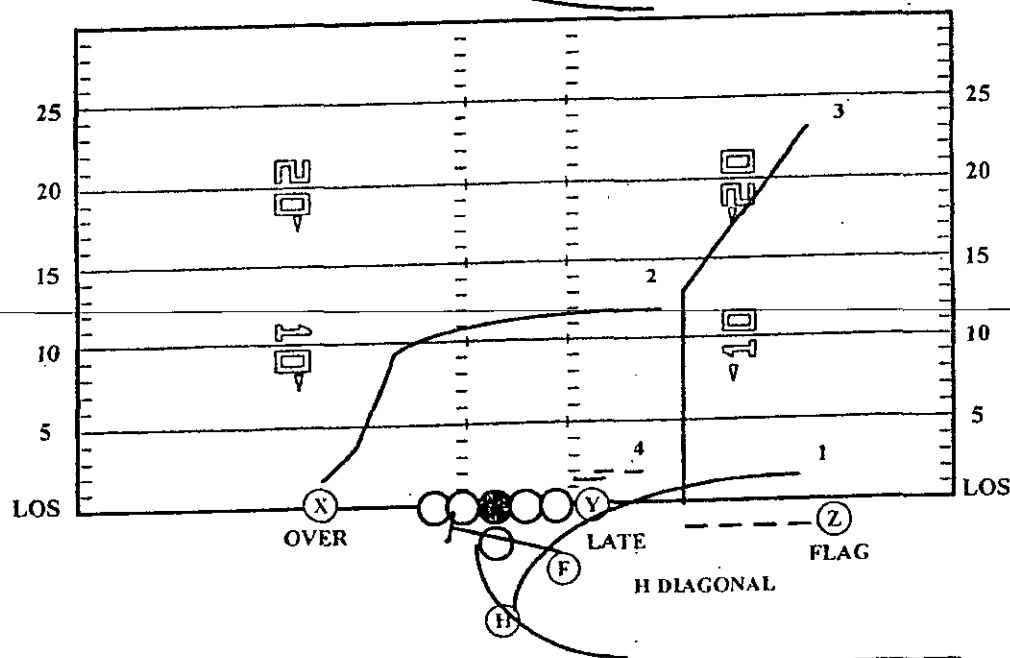


(R/D) 0 WK

RIDE STAY 335 BOOT RT

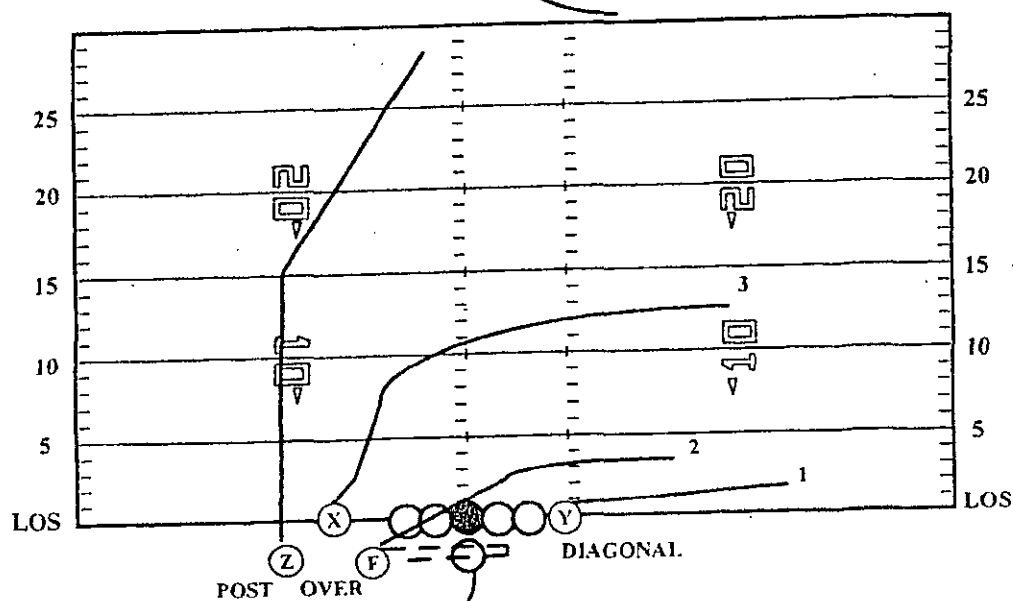
DEEP HARVEY  
OUTSIDE RELEASE

LATE 3 COUNT  
SLAM RELEASE



(R/D) 0 STR ZING

SLANT 331 STAY BONG  
BOOT RT



(H/R/D) 0 TRIO FIG

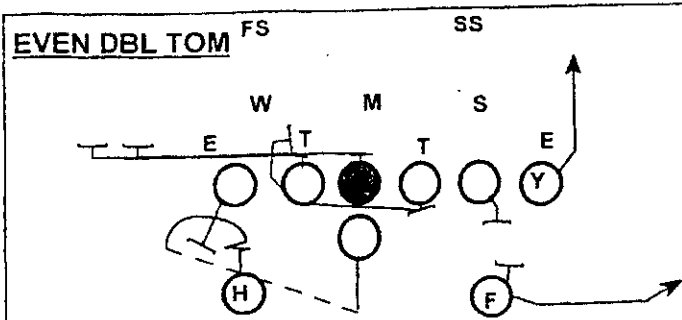
TOSS 339 BOOT RT



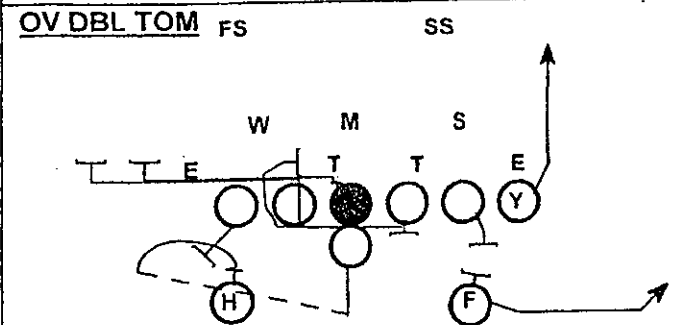
<p><b>EVEN DBL TOM</b> FS SS</p> <p>"EVEN" ALERT HVY "HOLE" "BIG DUAL" ALERT SQUEEZE</p>	<p><b>34</b> FS SS</p> <p>"OKIE" ALERT FAN "ZONE" "ZONE"</p>
<p><b>OV DBL TOM</b> FS SS</p> <p>"OVER" "RAM IF NEEDED" "BIG DUAL" ALERT SQUEEZE</p>	<p><b>UN WK TOM</b> FS SS</p> <p>"UNDER" ALERT HVY "ZONE"</p>
<p><b>DESCRIPTION:</b> A weakside screen off of 62/63 Pro. This is a 3 Count Screen. CP vs. Blitz, speed up the count.</p>	<p><b>QB</b> Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.</p> <p><b>F</b> Free Release run designated route.</p> <p><b>H</b> CHECK WLB TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF GUARD - ALT HEAVY.</p>

## SCREEN SIDE

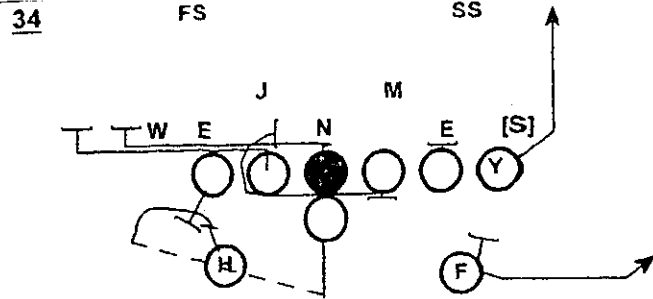
<p>Block 62/63 Protection. Use 1st out 2nd out rules, ready to adjust.</p> <p>Block 62/63 protection. Use 1st out 2nd out rules, Alert Man Cov., block the WLB.</p> <p>Block protection called. Overset DE, you are Stick, ready to adjust inside move.</p>	<p><b>C</b></p> <p><b>G</b> Block 62/63 protection. Should be #3 in screen, Rat Killer CP vs Under or 34 Front look to take over NT then release into Screen.</p> <p><b>T</b> Block 62/63 protection. Keep DE wide and away.</p> <p><b>Y</b> Run route called, block assigned defender.</p>
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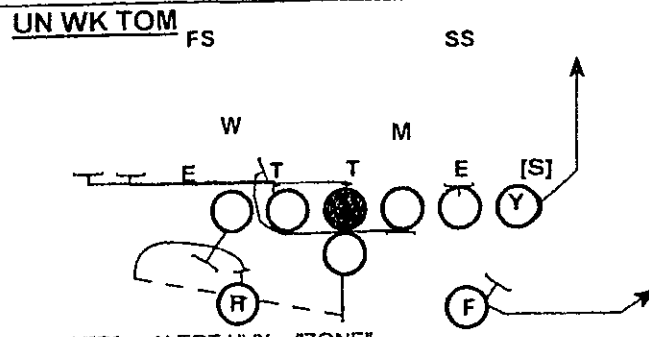
"EVEN" ALERT HVY "HOLE"



"OVER" "RAM IF NEEDED"



"OKIE" ALERT FAN "ZONE" "ZONE"



"UNDER" ALERT HVY "ZONE"

#### DESCRIPTION:

This is a dropback 3 Ct. Screen Weakside off of our 82 (83) Protection. Speed up count vs. Blitz..

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

Check Sam Run wide route, Alert Heavy.

**H**

Check Will TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF THE GUARD - ALT HEAVY.

## BACKSIDE

Block 82/83 Pro, you are a Rat Killer.  
CP: Vs. Under or 34 look to take over NG, then release into Screen.

Block protection called.

Run route called, block assigned defender

**C**

Block 82/83 Protection, use 1st Out, 2nd Out rules.

**G**

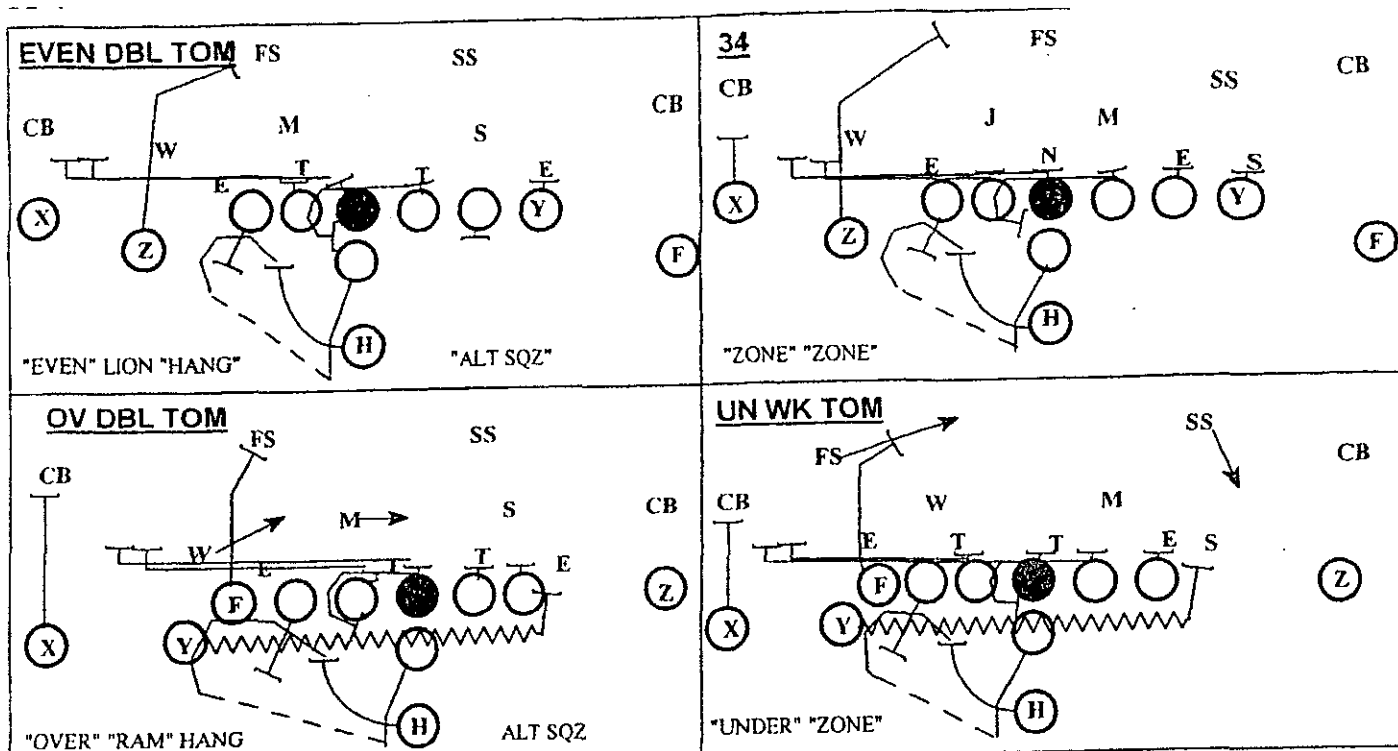
Block 82/83 Protection, use 1st Out, 2nd Out rules, Alert Heavy.

**T**

Block protection called, Overset DE, you are Stick.

**Y**

## SCREEN SIDE



**DESCRIPTION:**

A Playaction Screen designed to look like our 335 Stay Protection, this is a 3 count screen.

**QB**

Ride 35 steps play fake, gain depth to 9 yards and set up in strong B-Gap, see the screen throw back to HB!

**F**

run route called, block assigned defender.

**H**

Check will to FS 3 count release on the inside hip of the guard - alt heavy.

**BACKSIDE**

**SCREENSIDE**

Block Stay Pro, Alert Squeeze, you are the Rat Killer, look to take over NG in Under or 34 Defense

Block Stay Pro, Alert Hang, Squeeze and Out calls.

Block Stay Pro, Alert Squeeze, Out calls.

**C**

Block Stay Pro, 1st out, 2nd out rules.

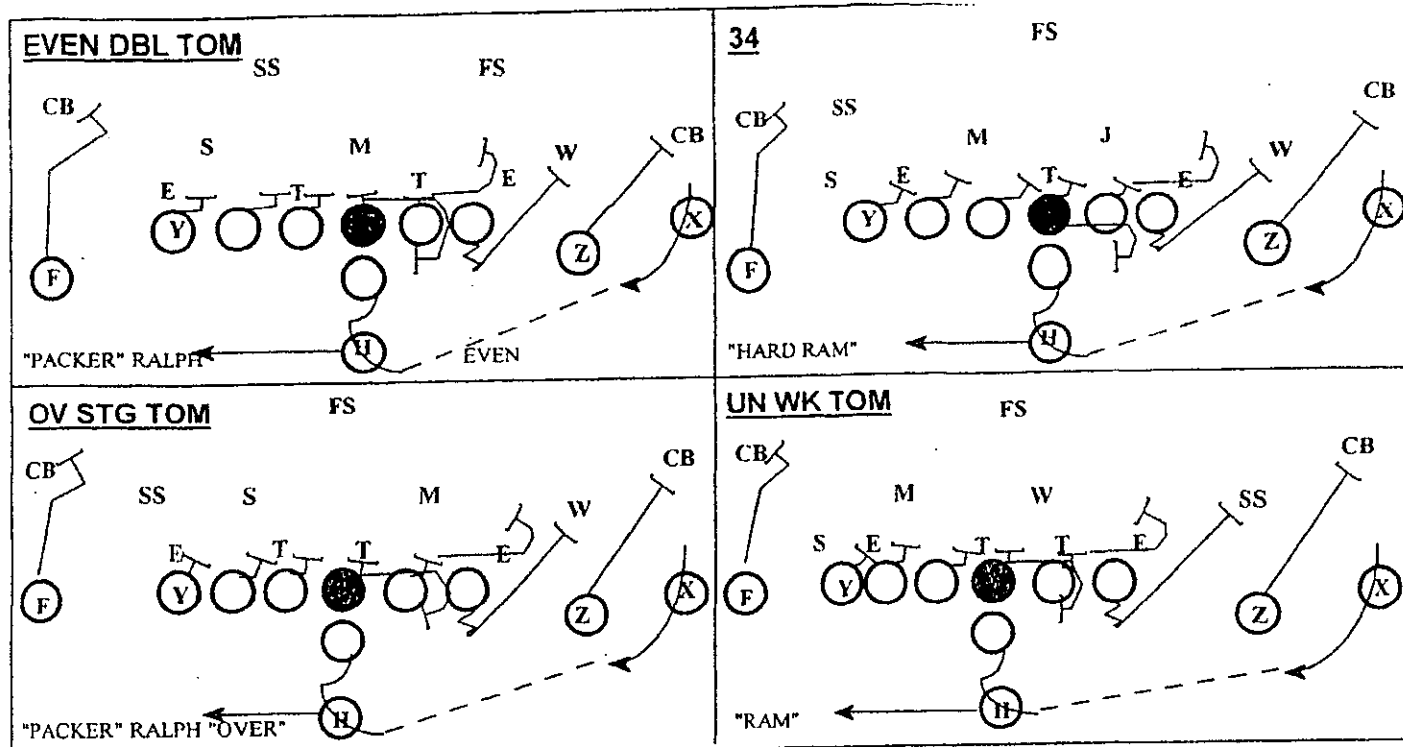
**G**

Block Stay Pro, 1st out, 2nd out rules, Alert Heavy.

**T**

Block Stay Pro, Overset DE, you are stick.

**Y**



**DESCRIPTION:**

A play action screen designed to get the ball in space to a WR.

Note: Can also be run with Toss Base or Ride Wk Action.

**QB**

TOSS BALL MECHANICS - ONE STEP FIND PASSING LANE TO WR.

**F**

9 hole cutoff rules.

**H**

FAKE TOSS 39

**CALLSIDE**

**SCREENSIDE**

Block 91 Pro, Alert Packer, Ralph/Lester, (Hard) Ram/Lion.

Block 91 Pro, alert Packer Ralph/Lester.

Block 91 Pro, alert Packer.

**C**

Block 91 Pro: Alert Packer, Ralph/Lester, (Hard) Ram/Lion, you are the Rat Killer.

**G**

Block 91 Pro, quick set, you are 2nd out looking for 1st bubble backer. Alert Ram/Lion

**T**

Quick set end and release to block. Support over Slot, be physical with End.

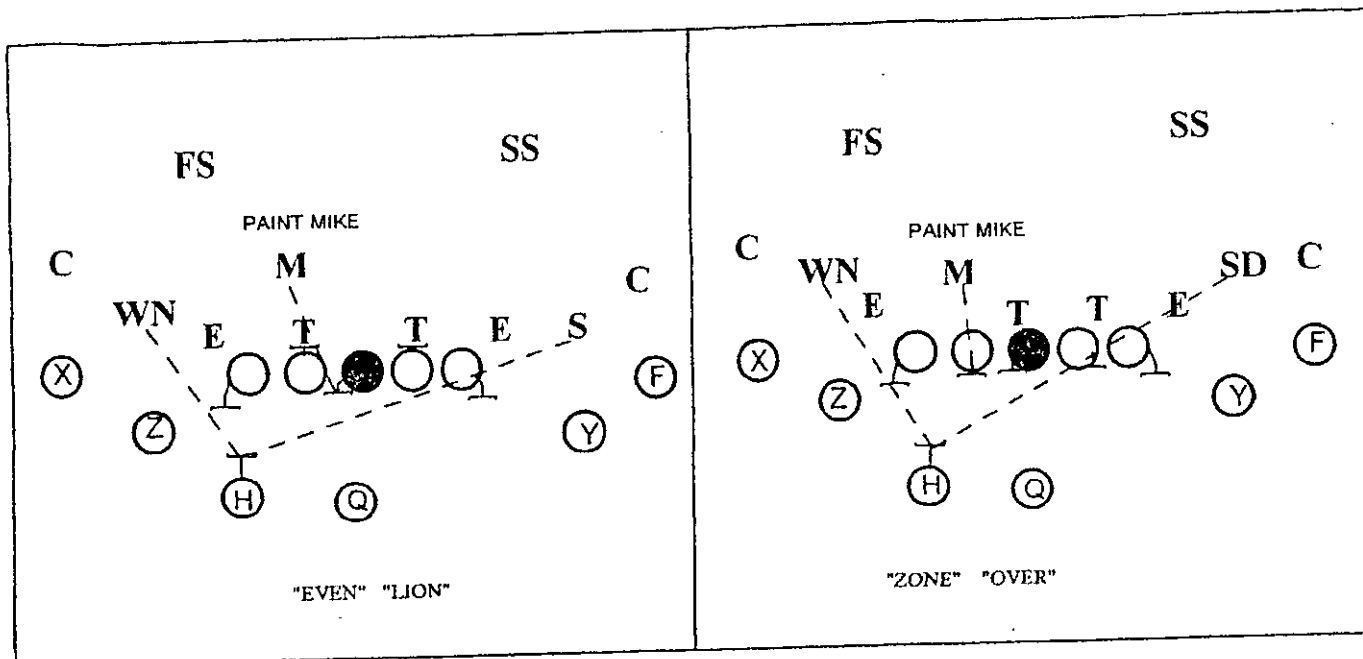
**Y**

**Z**

blk. man over x

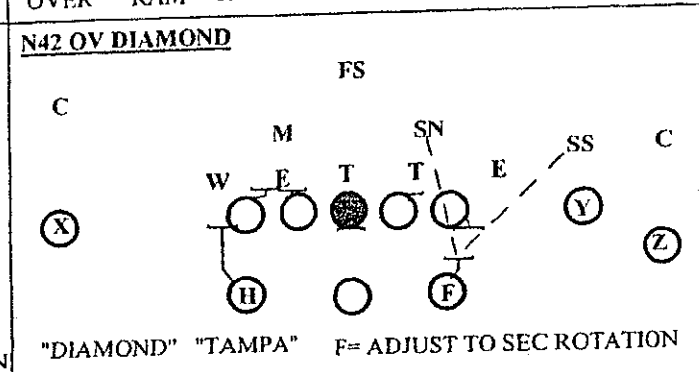
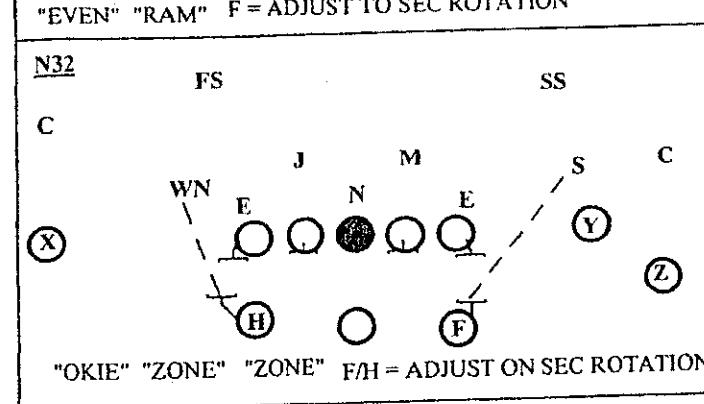
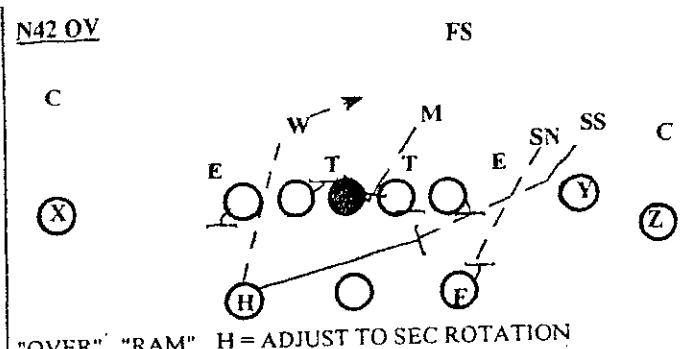
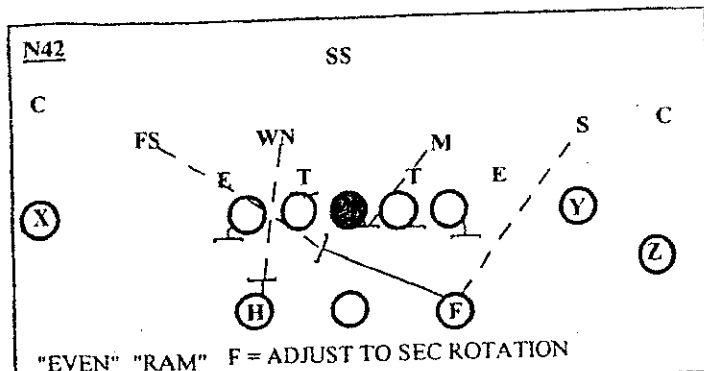
**X**

rocket tech. catch ball on inside edge of #.



<b>DESCRIPTION:</b> A 6-Man Sub Protection where our HB scans WLB to SLB. (OL on Mike). We can paint the WLB in 3X1 if we want to. HB would then block MLB to SLB.	Q	Our 6-Man sub protection 5 (7) step drop. ID and make paint call.
	F	
	H	Scan Will to Sam.

BACKSIDE		FRONTSIDE
Block #1. Alert Hole, Ram/Lion, Zone & Fan calls, also Alert Tampa.	C	Block #0 to Paint player. Alert Hole, Ram/Lion and Tampa calls.
Block #2. Alert Ram/Lion & Fan calls, Alert Tampa.	G	Block #1. Alert Hole, Ram/Lion, Zone & Fan calls, also Alert Tampa.
	T	Block #2. If #2, Alert Ram/Lion & Fan calls, alert Tampa.
	Y	Run Assigned Route
	X/Z	



**DESCRIPTION:**

Our 7 Man Solid Protection with the F or H scanning across for the FS or SS Blitz, depending on Secondary rotation, Lock It takes the sight adjust off the X Receiver.

**QB**

Our 7 Man Protection with the ability to block 4 Weak, 4 Strong, (5 or 7 step drop).

**F**

Block Sam alert secondary rotation.

**H**

Block Will, Alert Secondary Rotation.

**BACKSIDE**

**FRONTSIDE**

Block 82 Pro Rules - This is a Gun Pro.  
No Hvy's, Alert Tampa.

Block 82 Pro Rules - Alert Tampa.

**C**

Block 82 Pro Rules - Alert Tampa.

**G**

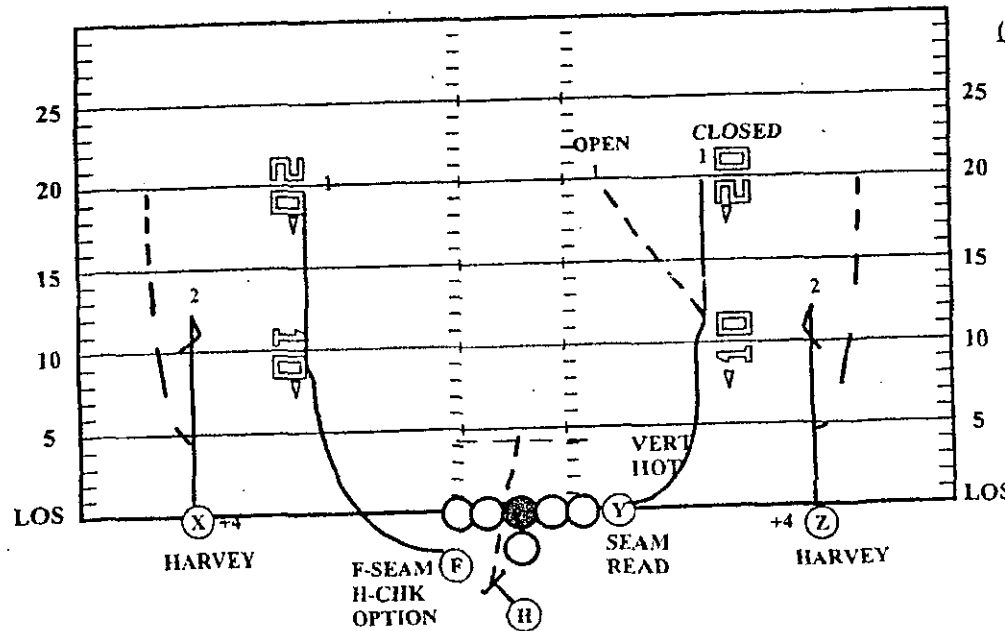
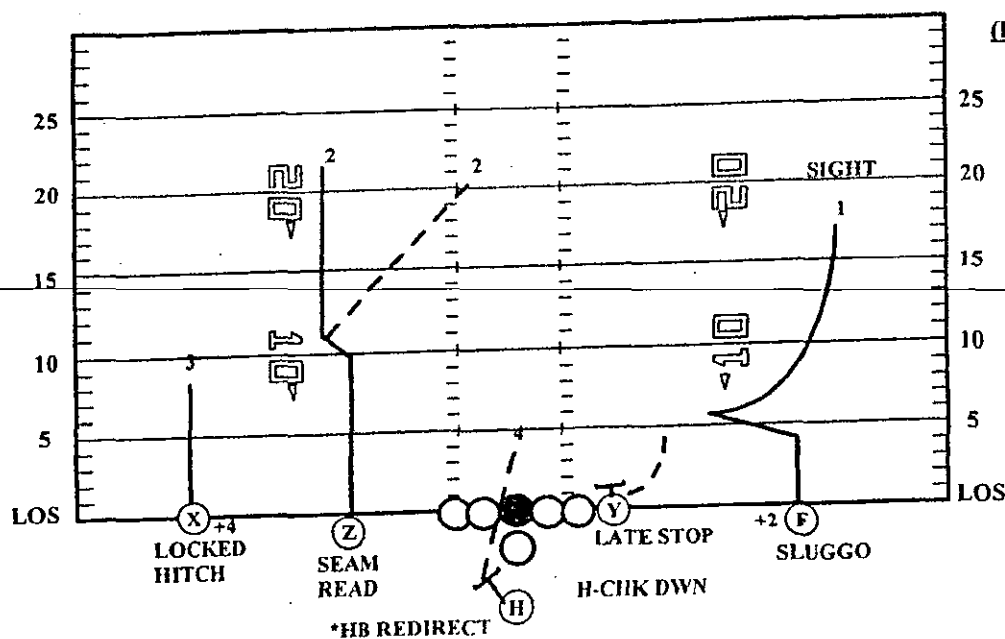
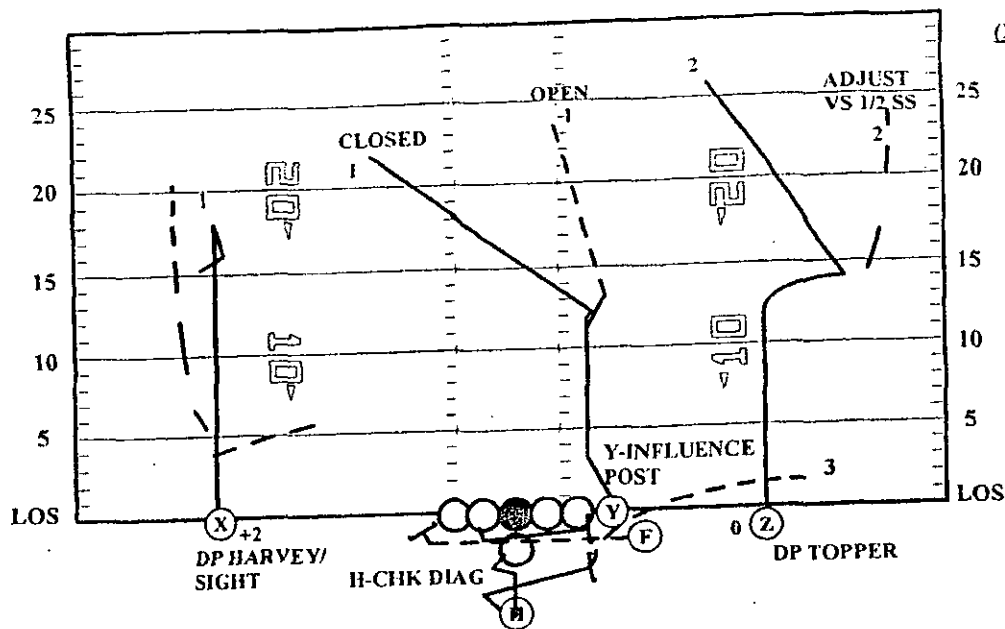
Block 82 Pro Rules - This is a Gun Pro.  
Alert Tampa.

**T**

Block 82 Pro Rules - Alert Tampa..

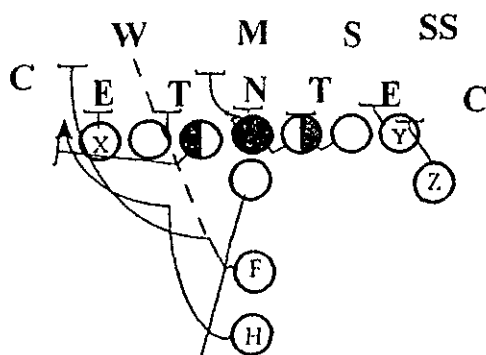
**Y**

Release and run route.



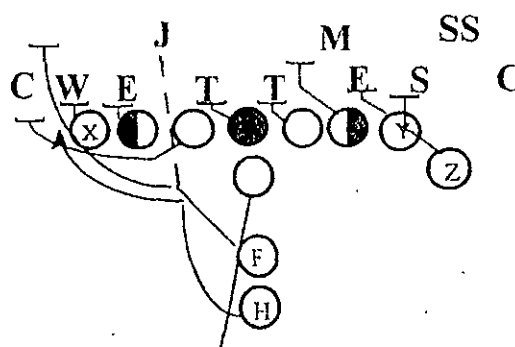
# RUN: RIDE 39 (38) G

53



"DIAMOND" "TAG" ALERT CLIFF "AB" "DUMBO"

62



"EVEN" "DUMBO"

## DESCRIPTION:

A RIDE PLAY WEAK PULLING PLAYSIDE GUARD, WITH LEAD BACK BLOCKING.

Q

OPEN TO HOLE AT 5:00 O'CLOCK (7:00)  
SECOND STEP ADJUST, PUSH BALL DEEP TO BACK.

F

ENTER OFF FRONTSIDE GUARD TECH. TRAP OR LOG AND BLOCK 1ST BACKER OFF BALL.

H

OPEN CROSSOVER, READ 6/7 HOLE THRU BOUNCE OR CUTBACK.

## FRONTSIDE

COVERED-BLOCK MAN; AB, DUMBO.  
UNCOVERED-REACH PLAYSIDE GAP. ALERT BOSS AND CLIFF CALLS.

PULL AND BLOCK 1ST DEFENDER OUTSIDE OF TE'S. BLOCK WITH TRAP OR LOG TECHNIQUE.

BLOCK MAN ON. UNCOVERED BLOCK DOWN.  
ALERT TAG CALLS.

BLOCK MAN ON. TIGHT FOOTWORK

## BACKSIDE

C

G

T

Y

X/Z

COVERED--CUTOFF  
UNCOVERED--ALERT A, B, AB, DUMBO.

BLOCK INSIDE GAP  
VS. 6-2 GET TO BACKSIDE LB, DUMBO.

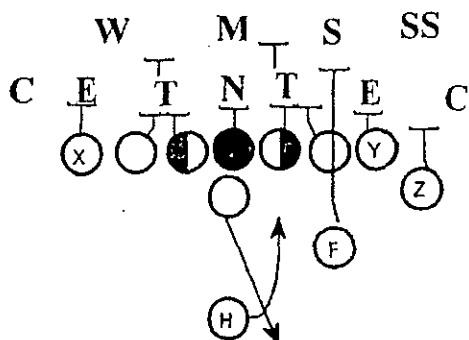
CUTOFF--ALERT C, SUP, MAN, D CALLS,  
DUMBO

CUTOFF, ALERT D, DUMBO.



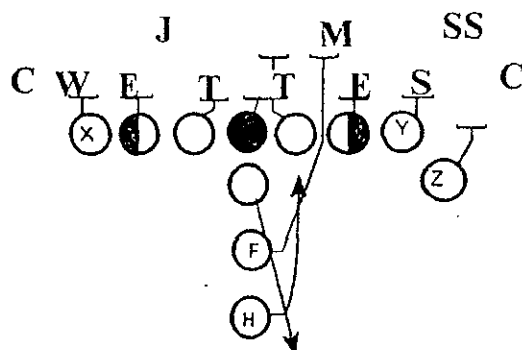
# RUN: RIDE 34 (35) WHAM ( O )

53



"PLUG" "DIAMOND" "PLUG"

62



"EVEN"

"YELLOW GAP"

## DESCRIPTION:

A STRONG SIDE LEAD PLAY WITH DBL TEAM BLOCKS AT THE POINT OF ATTACK, WE CAN ALSO (O) SCHEME IT.

Q

OPEN TO THE HOLE. SEAT THE BALL! DON'T FORCE THE BALL CARRIER WIDE.

F

BLOCK ILB. SQUARE CONTACT. DON'T CUT IN THE HOLE.

H

OPEN STEP. ROLL DOWNHILL TO BUTT OF ONG. PRESS LOS. READ PLAYSIDE GUARD. IF UNCOVERED, READ PLAYSIDE TACKLE'S BLOCK. READ FB'S BLOCK

## BACKSIDE

UNCOVERED - ALERT ACE, MAN ON  
COVERED - CUTOFF INSIDE  
ALERT ORANGE/ YELLOW AND PLUG CALLS.

COVERED - BLOCK MAN ON. ALERT C.  
UNCOVERED - ALERT PLUG.

BLOCK MAN ON.

## FRONTSIDE

C

COVERED - BLOCK MAN ON. UNCOVERED - DBL WITH OSG TO BSLB'ER

G

COVERED - BLOCK MAN ON.  
ALERT ORANGE/ YELLOW & PLUG CALLS.

T

COVERED - BLOCK MAN ON.  
UNCOVERED - PLUG TO BACKSIDE LBER, MIKE OR SS.

Y

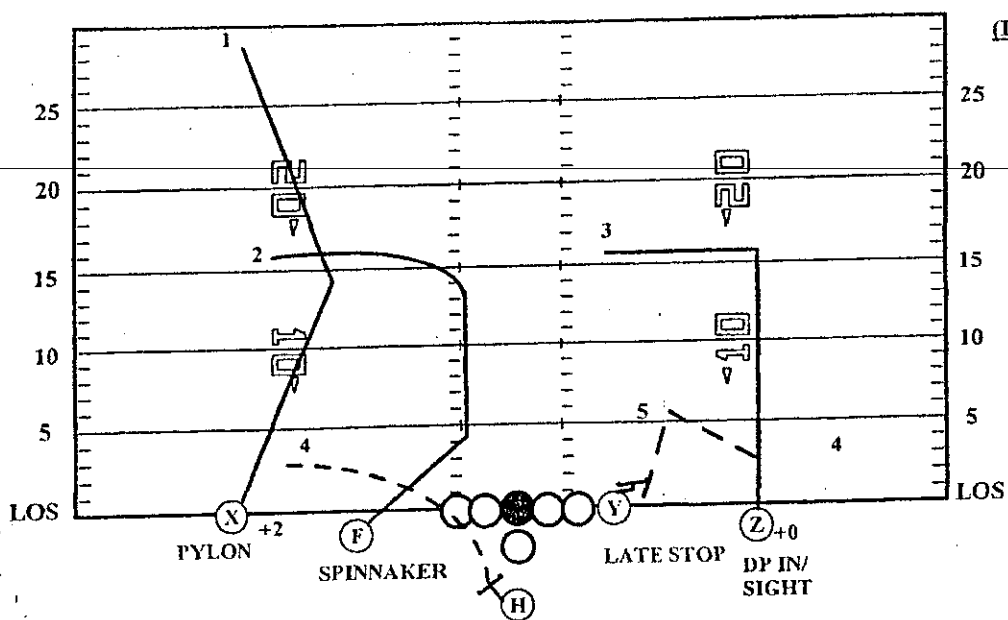
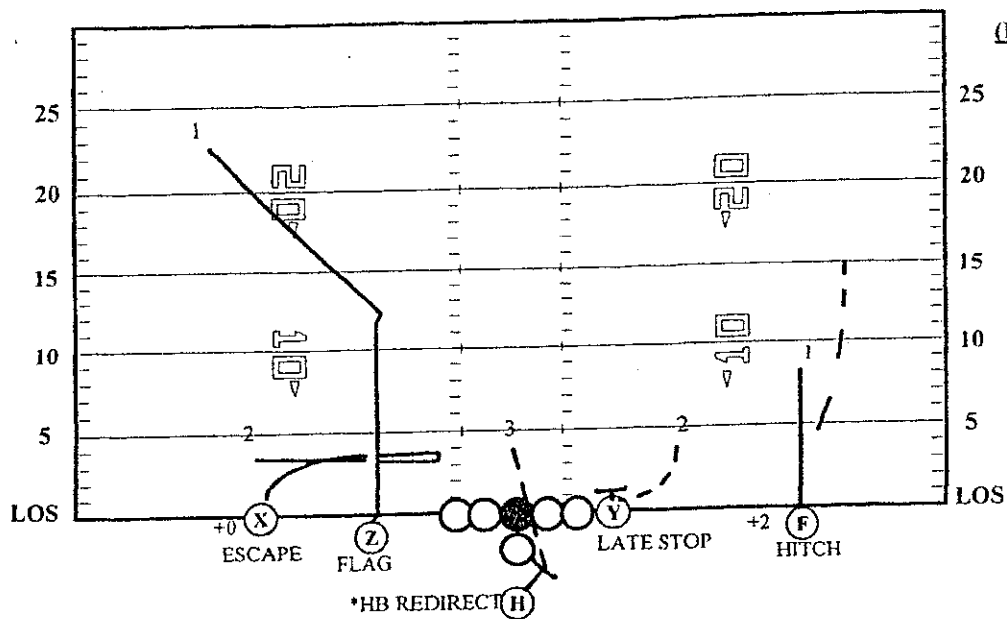
BLOCK MAN ON.

X/Z

BLOCK MAN ON, MDM

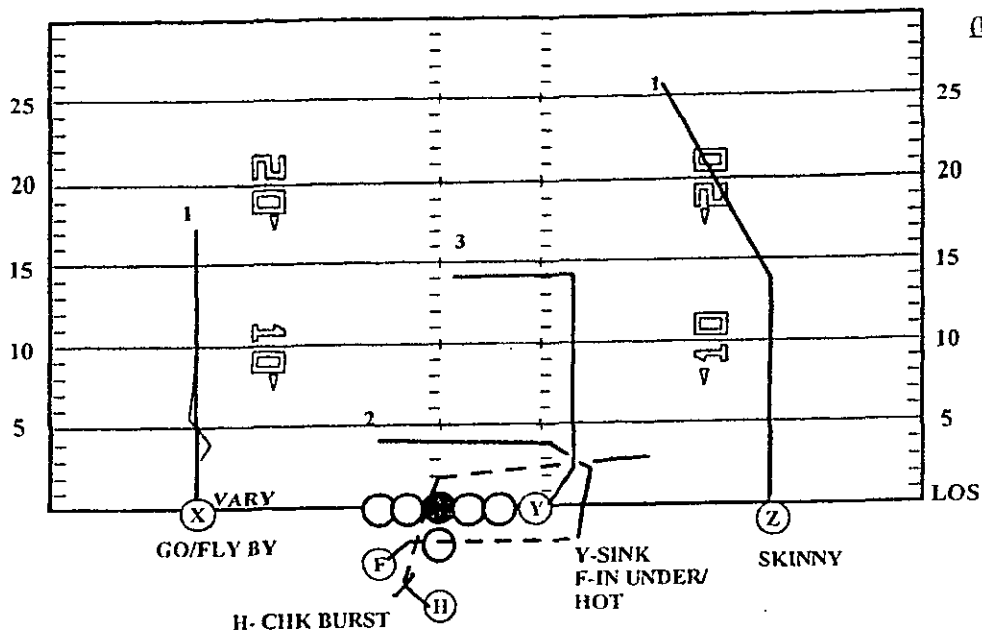
GOAL LINE

# SHORT YARDAGE





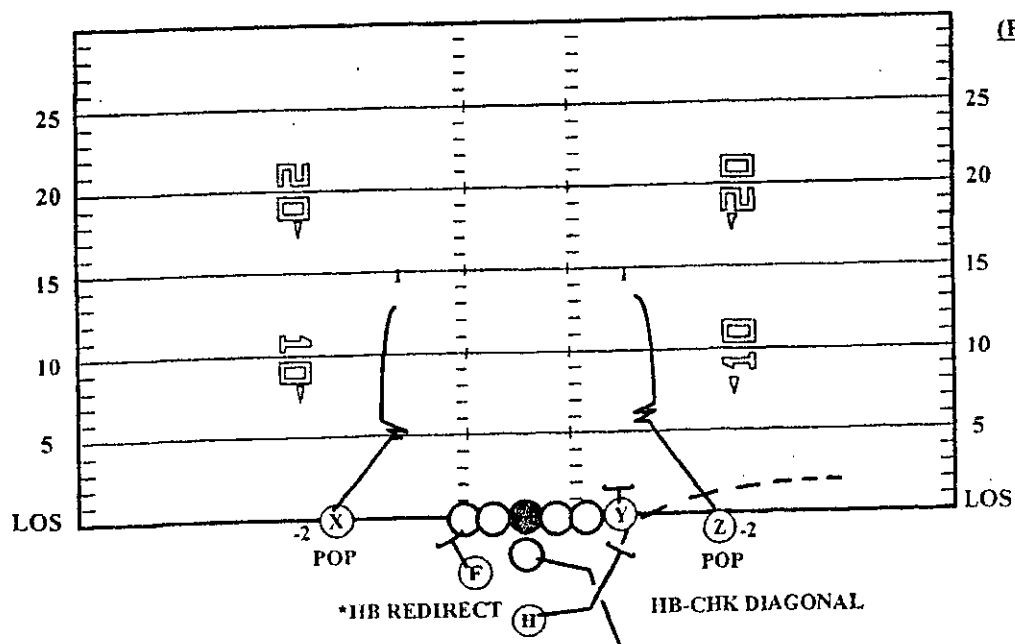
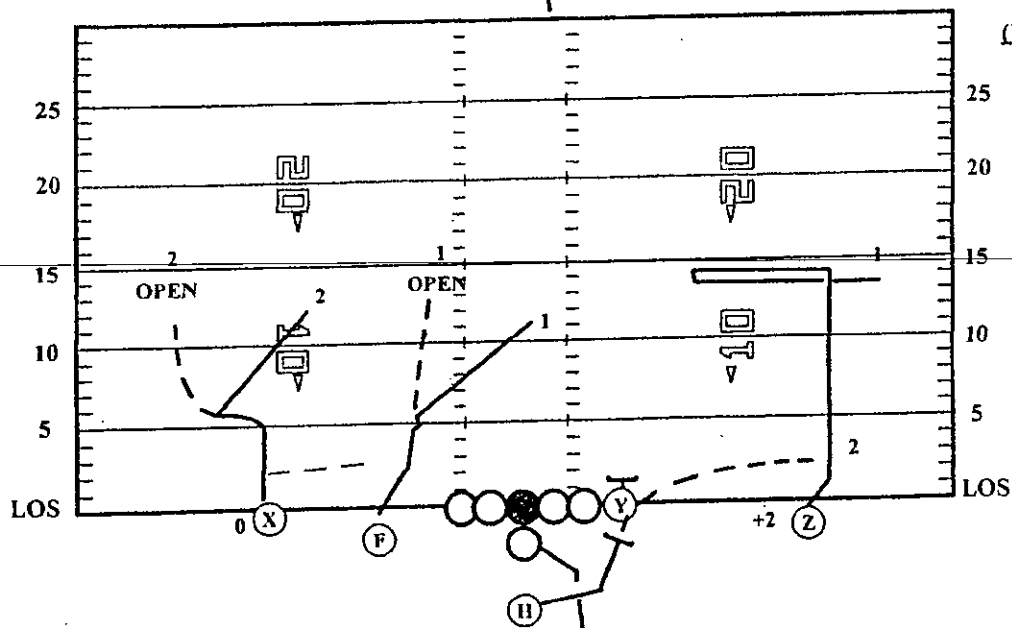
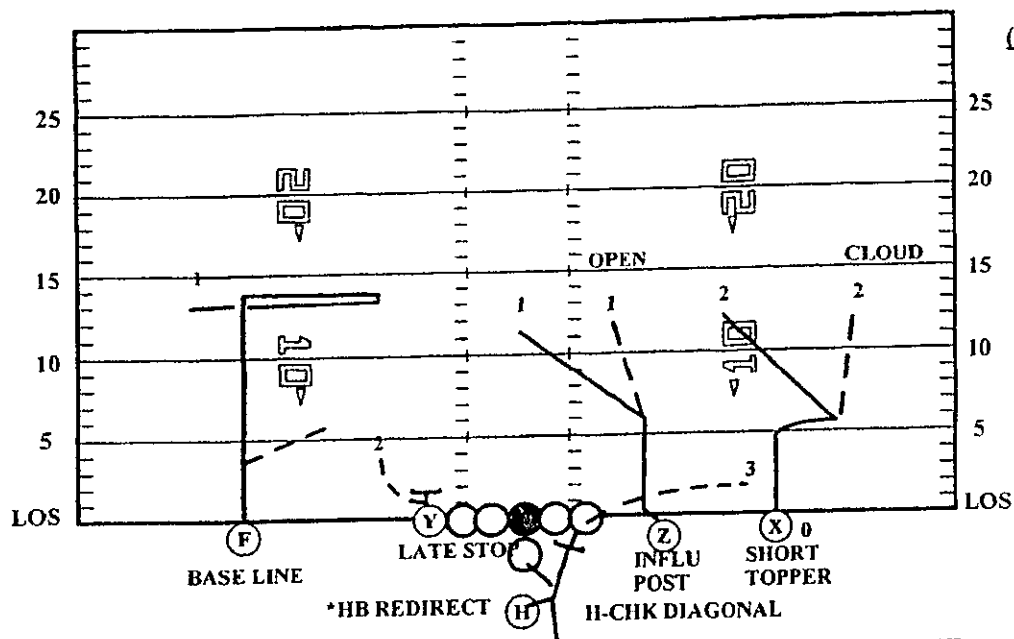
## RED ZONE 1 ASSES (20-10)



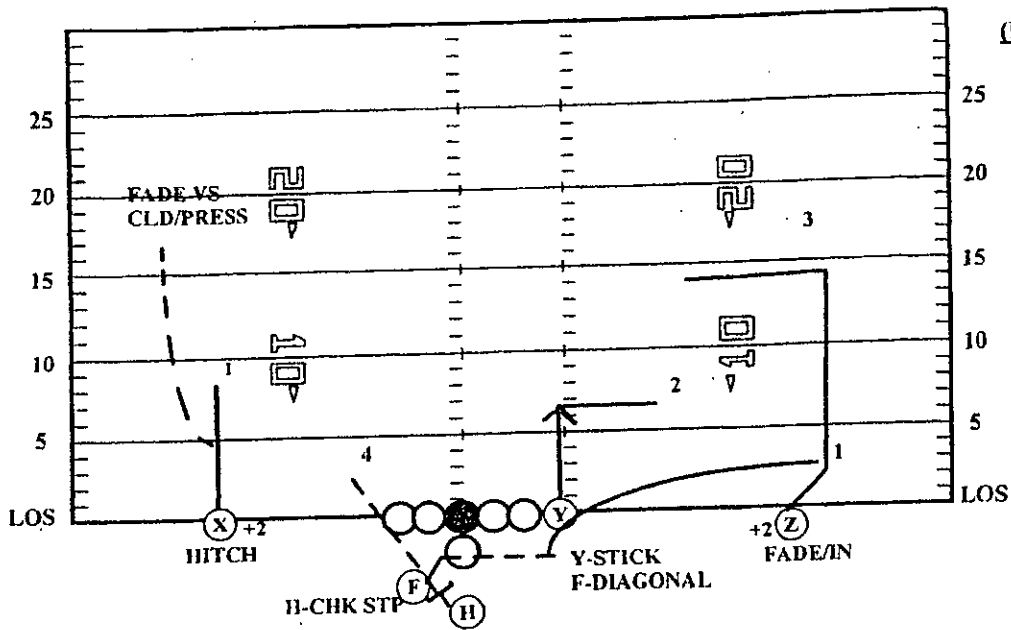
(REG/DET/B3)-0 WK FAT

-62 INDY Z POST

**-WHEN PROTECTION BACK  
HERES POST TAGGED WITH  
INDY, RUN BURST**



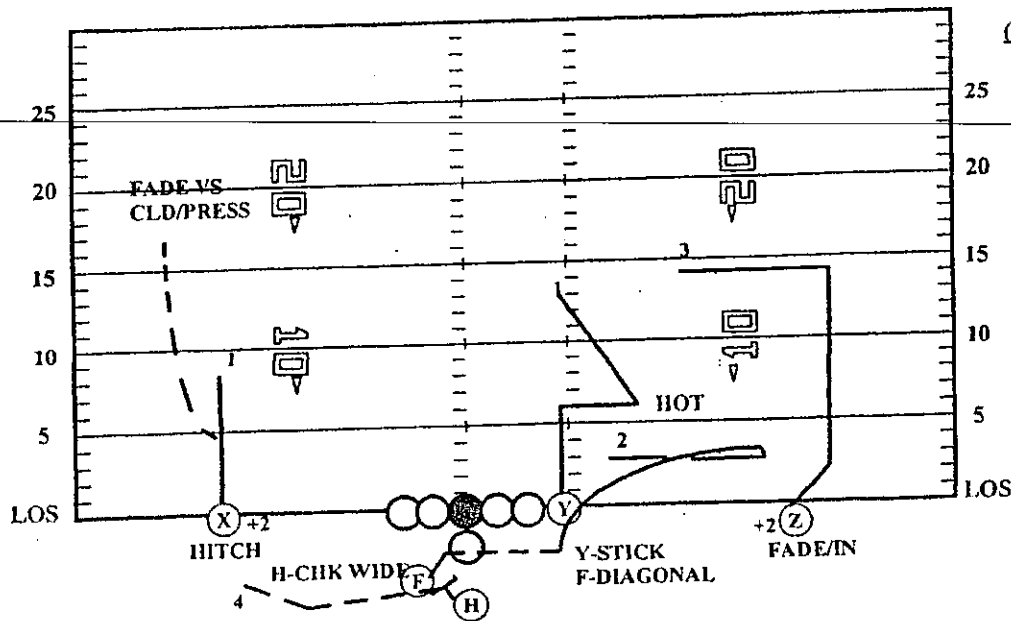
## TITE RED PASSES (9-GL)



(REG/DET)-0 WEAK FAT

-QUICK 62 Y STICK

FADE CONVERTS TO 14 YRD IN  
INSIDE THE +15 , MUST OUTSIDE  
RELEASE



(REG/DET)-0 WEAK FAT

-QUICK 62 Y STICK

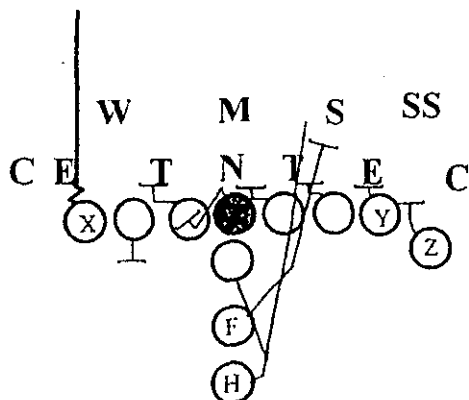
NOD

FADE CONVERTS TO 14 YRD IN  
INSIDE THE +15 , MUST OUTSIDE  
RELEASE



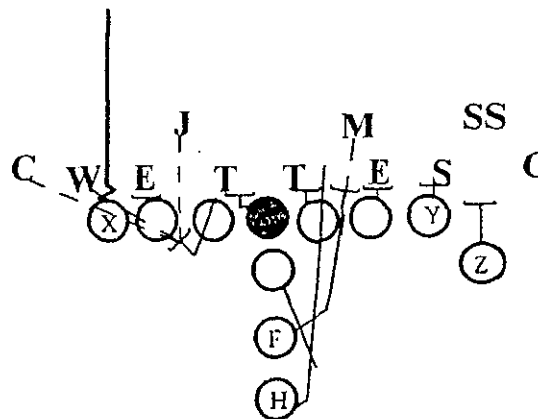
**GL PASS: RIDE 130 POP PASS**

**53**



"DIAMOND" "PACKER OC DUAL"

62



"EVEN" BSG DUAL

**DESCRIPTION:**

HARD BALL PLAY ACTION OFF OF OUR WHAM  
SCHEME

**Q**

REALLY SELL THE FAKE... LOOK FOR X.  
RIDE STEPS.

**F**

GREAT FAKE, BLOCK 1ST BACKER OFF BALL.

H

GREAT FAKE..EXECUTE RIDE 130 PROT.

## BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

SLAM..RELEASE VERTICAL.  
SEE WLB'er OR JLB'er, PEEK HAT INSIDE.

## FRONTSIDE

C

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

T

BLOCK 52 PROT.

## Y

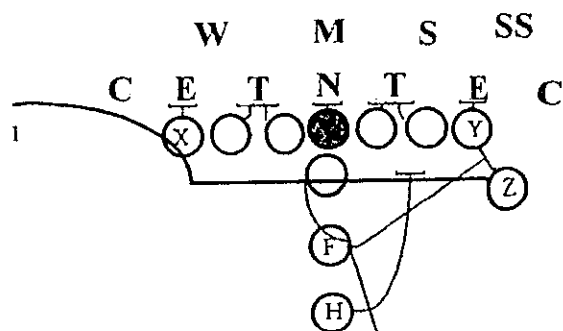
BLOCK 52 PROT.

X/Z

BLOCK 1ST DEFENDER OFF TE's BUTT.

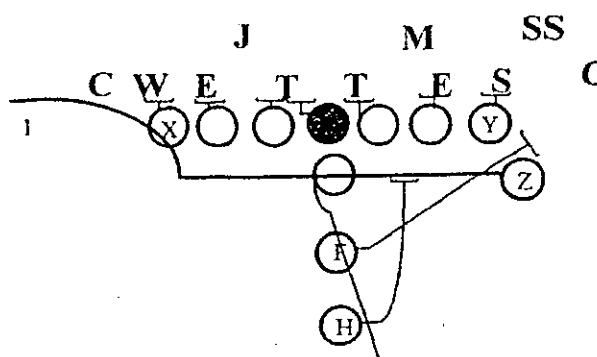
# GL PASS: SLANT 134 SELL IT Z SLIDE

53



"DIAMOND" "PLUG" "PLUG"

62



"EVEN" "YELLOW"

## DESCRIPTION:

SLANT ACTION WHERE Z SNEAKS UNDER THE TRASH AND INTO THE FLAT.

Q

REVERSE OUT ... MAKE GREAT FAKE TO HALFBACK.. Z IS YOUR CHOICE.

F

EXECUTE 134 PROTECTION.

H

GREAT 34 FAKE ... EXECUTE 134 PROTECTION.

## BACKSIDE

BLOCK 34 WHAM

BLOCK 34 WHAM

BLOCK 34 WHAM

## FRONTSIDE

C

BLOCK 34 WHAM

G

BLOCK 34 WHAM

T

BLOCK 34 WHAM

Y

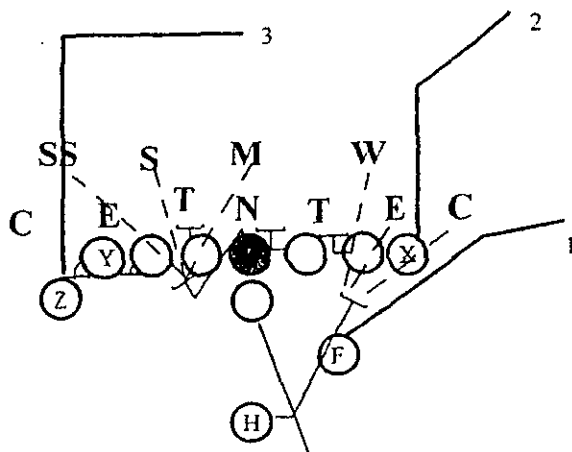
BLOCK 34 WHAM

X/Z

RUN SLIDE ROUTE, CLEAR THE END.

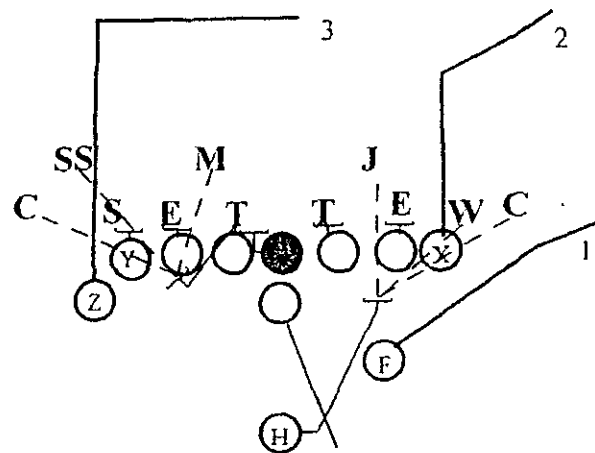
# GL PASS: RIDE 136 A FLAG

**53**



"DIAMOND" "PACKER OC DUAL"

**62**



"EVEN" BSG DUAL

## DESCRIPTION:

PLAY ACTION PROGRESSION ROUTE OFF RIDE ACTION.

**Q**

RIDE 136 FAKE.. F TO X TO Z. (HOT TO F)

**F**

RELEASE ON ROUTE, BLUFF EMOL ALERT FOR HOT.

**H**

GOOD RIDE 136 FAKE, EXECUTE 136 PRO

## FRONTSIDE

BLOCK 53 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

BLOCK 52 PROT.

RELEASE ON FLAG ROUTE, STAY HIGH TO PYLON.

## BACKSIDE

**C**

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

**G**

BLOCK 52 PROT.

**T**

**Y**

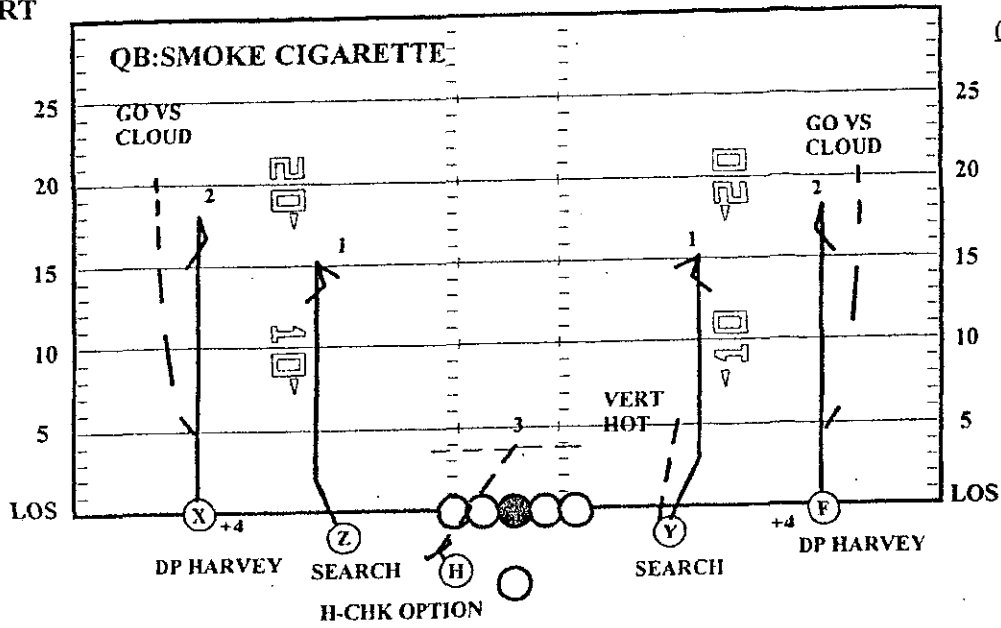
BLOCK 52 PROT.

**X/Z**

RELEASE ON BASIC ROUTE ..... WORK THE BACK LINE.

# 2 MINUTE 2X2

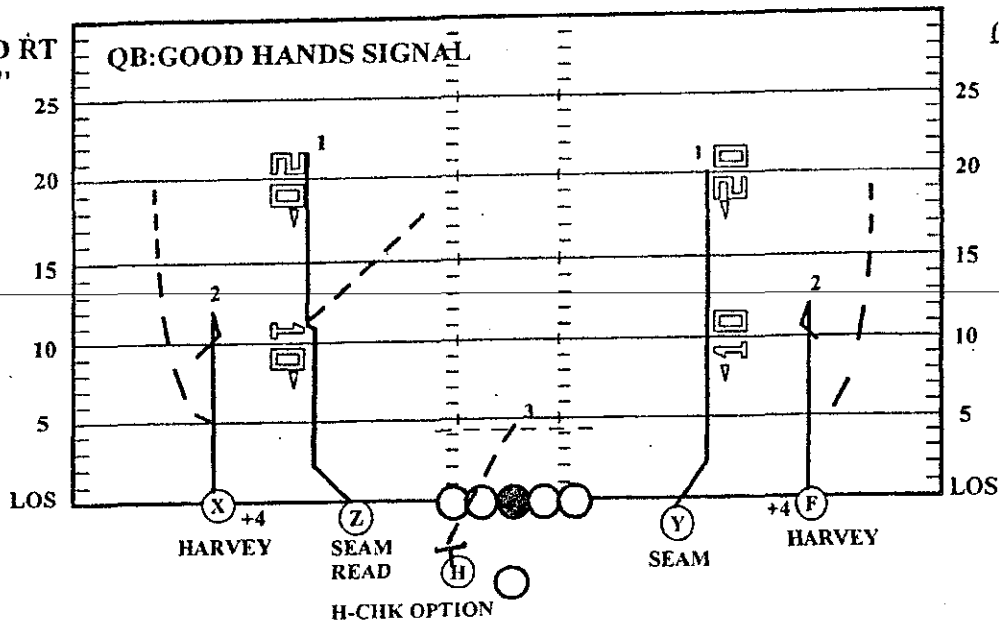
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY WINSTON

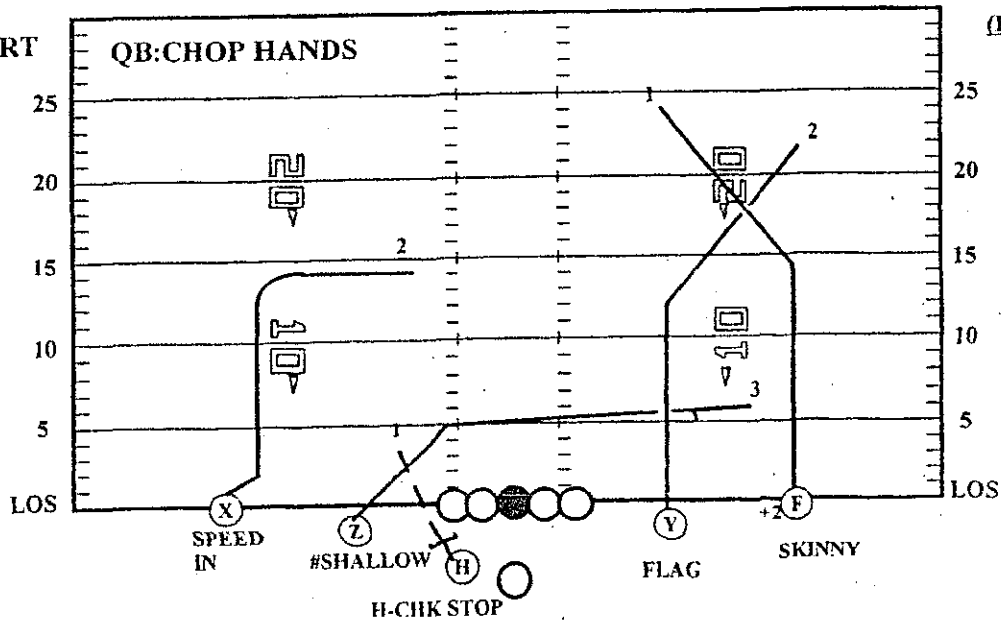
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY ALL GO

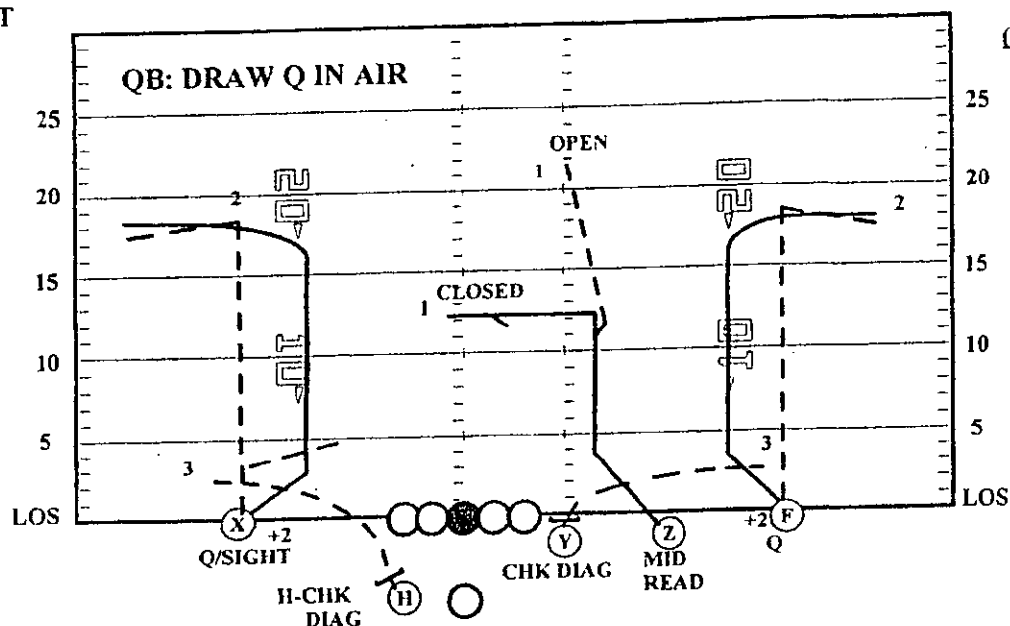
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY Y SCISSORS CROSS

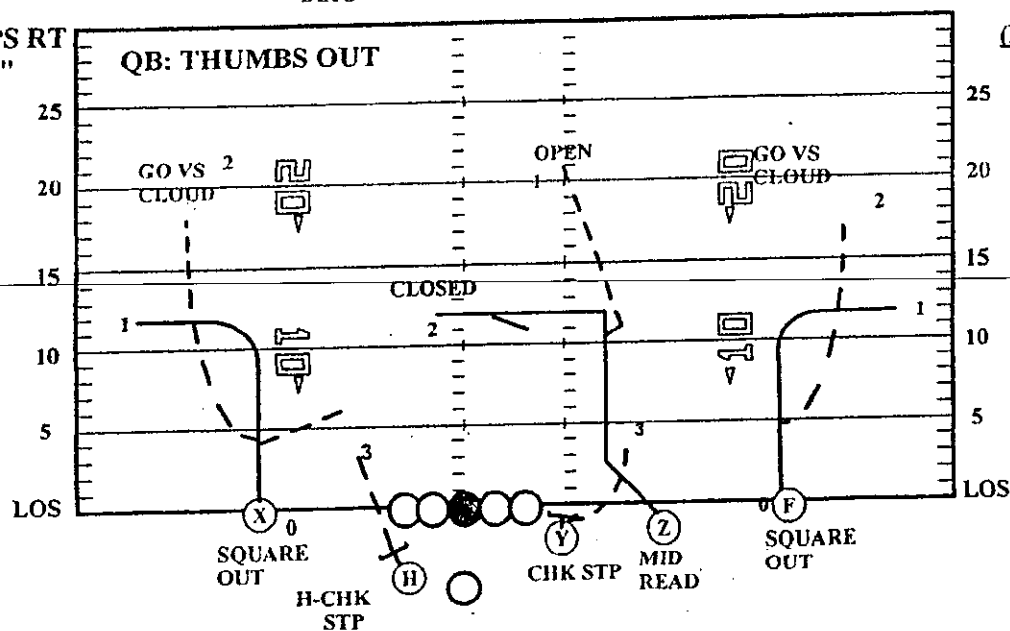
"TRIPS RT  
82,82"



(HALF)-GUN TRIPS RT

-82 DOUBLE Q

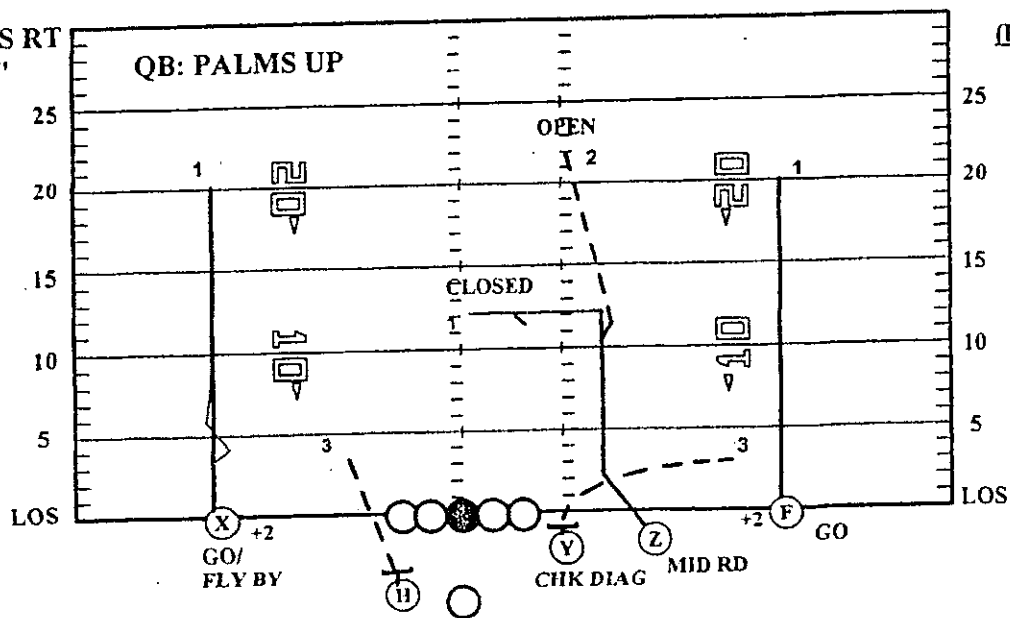
"TRIPS RT  
82,82"



(HALF)-GUN TRIPS RT

-82 DOUBLE SQUARE OUT

"TRIPS RT  
82,82"



(HALF)-GUN TRIPS RT

-82 DOUBLE GO

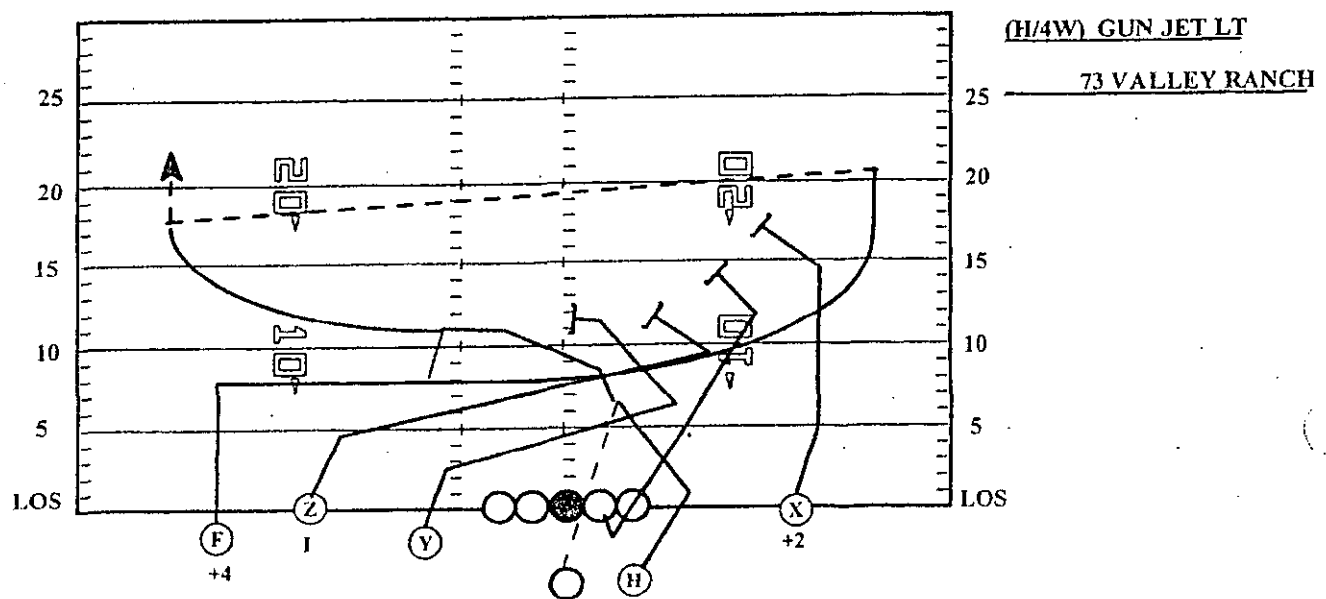
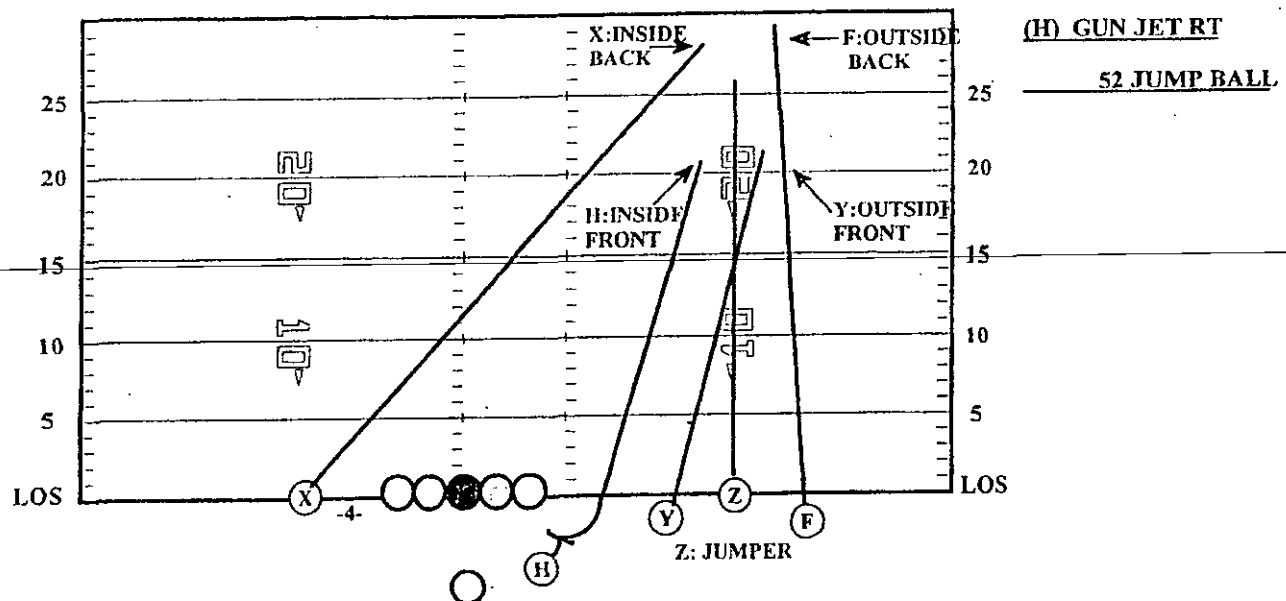
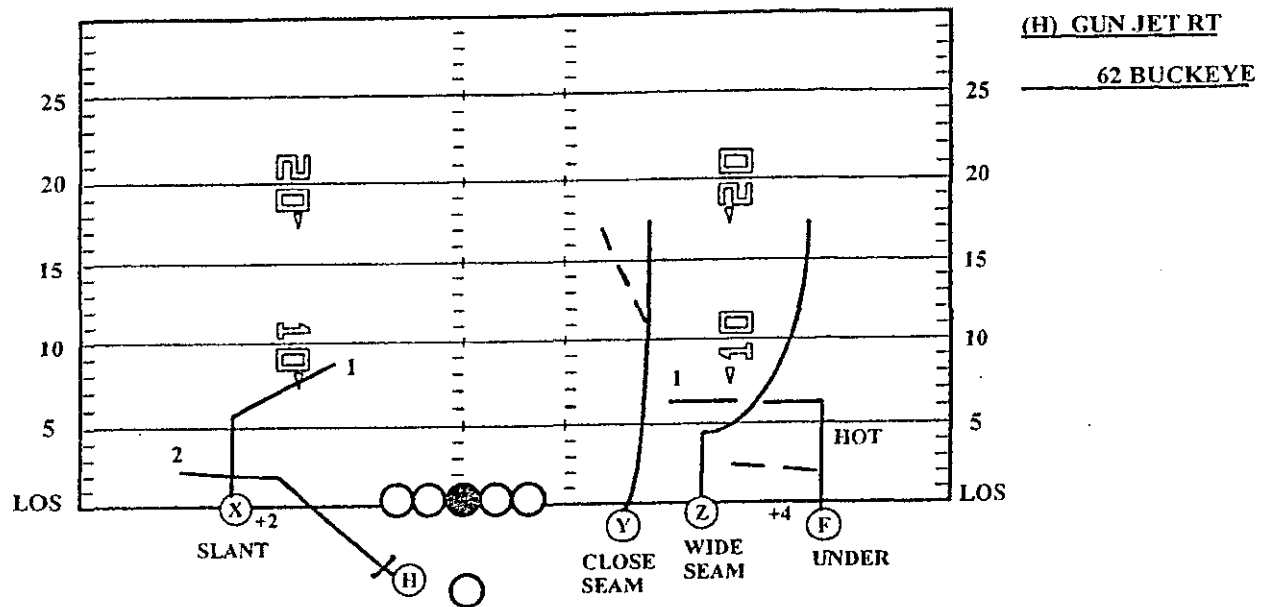
## DALLAS COWBOYS LAST 6

HALF- GUN JET RT	QK 62 OSCAR
HALF- GUN JET RT	62 CAFE X Q
HALF- GUN JET RT	62 F INDIGO SPECIAL
HALF- GUN JET RT	62 BUCKEYE
HALF- GUN JET RT	52 JUMP BALL
HALF- GUN JET LT	73 VALLEY RANCH

## ADDITIONAL 2 MINUTE CALLS

HALF- SPREAD RT	CLOCK IT
HALF- SPREAD RT	WATCH IT
HALF- SPREAD RT	99

**LAS 1 0**



# TIME MANAGEMENT

THERE ARE FOUR SPECIAL SITUATIONS WHEN OUR OFFENSE HAS THE BALL IN REGARD TO TIME. HANDLING THESE SITUATIONS CORRECTLY CAN OFTEN MEAN THE DIFFERENCE IN WINNING AND LOSING.

1. WE HAVE THE BALL LATE IN THE GAME AND WE'RE BEHIND.
2. WE HAVE THE BALL LATE IN THE GAME AND THE SCORE IS TIED.
3. WE HAVE THE BALL LATE IN THE FIRST HALF REGARDLESS OF THE SCORE, FIELD POSITION WILL ALSO EFFECT THIS.
4. WE HAVE THE BALL LATE IN THE GAME AND WE'RE AHEAD.  
NOTE: WHENEVER WE ARE MANAGING THE CLOCK, IT IS IMPERATIVE THAT EVERY PLAYER ON OFFENSE UNDERSTANDS THE RULES GOVERNING THE CLOCK DURING THESE SITUATIONS.

## THE CLOCK STOPS AND DOES NOT START UNTIL THE SNAP

1. INCOMPLETE PASS
2. CHANGE OF POSSESSION
3. TEAM TIME-OUT
4. NOTIFICATION OF TWO MINUTES
5. CATCH AFTER FAIR CATCH SIGNAL
6. TOUCHBACK
7. OUT OF BOUNDS. (BALL CARRIERS AND RECEIVERS ATTEMPT TO GET OUT OF BOUNDS OR STAY IN BOUNDS ACCORDING TO THE SITUATION). CP: ON 3<sup>RD</sup> AND 4<sup>TH</sup> DOWNS, BE AWARE OF 1<sup>ST</sup> DOWN MARKERS. CP: LAST 5 MINUTES OF GAME.
8. IF REFEREE STOPS PLAY BECAUSE OF CROWD NOISE. (THOUGH THE GAME CLOCK DOES NOT START UNTIL THE SNAP, THE 25 SECOND CLOCK STARTS WHEN READY FOR PLAY).



# THE TWO MINUTE OFFENSE

THE QB WILL ALERT THE TEAM FOR TWO MINUTE OFFENSE IN THE HUDDLE. EXAMPLE OF QB CALL: "ALERT FOR TWO MINUTES, THIS PLAY IS GUN TRIPS RT 82 DBL O.

AFTER RUNNING THE FIRST PLAY, THE OFFENSE WILL LINE UP ON THE LOS. THE QB WILL CALL THE FORMATION AND PLAY AND WE WILL RUN THAT PLAY ON THE SECOND SOUND (BLUE-GO).(NOTE: WE WILL USE SIGNALS ALONG WITH PLAY CALL.)

WE WILL CONTINUE TO RUN THE TWO MINUTE OFFENSE UNTIL THE CLOCK IS STOPPED OR QB CALLS FOR HUDDLE OR TIME OUT. WE CAN AND WILL USE THE TWO MINUTE OFFENSE EVEN THOUGH THERE MAY BE MORE THAN TWO MINUTES ON THE CLOCK.

WHEN WE HUDDLE WE CAN CALL ANY PLAY FROM OUR GAME PLAN IN HALF PERS. AT THE LOS WE WILL ALWAYS USE OUR SPECIFIC 2 MINUTE PACKAGE OF PLAYS!

## USE OF TIME OUTS IN THE LAST TWO MINUTES

1. THE LAST TIME OUT WILL BE SAVED FOR A FIELD GOAL OR WHEN WE CANNOT RUN TWO PLAYS WITHOUT THE CLOCK RUNNING OUT, OR A CRITICAL SITUATION. EXAMPLE: 4<sup>TH</sup> DOWN PLAY.
2. THE SECOND TO LAST TIME OUT WILL BE SAVED TO USE WITHIN 50 SECONDS IN A SITUATION WHEN WE WOULD WASTE TOO MUCH TIME BETWEEN PLAYS.

# THE FOUR MINUTE OFFENSE

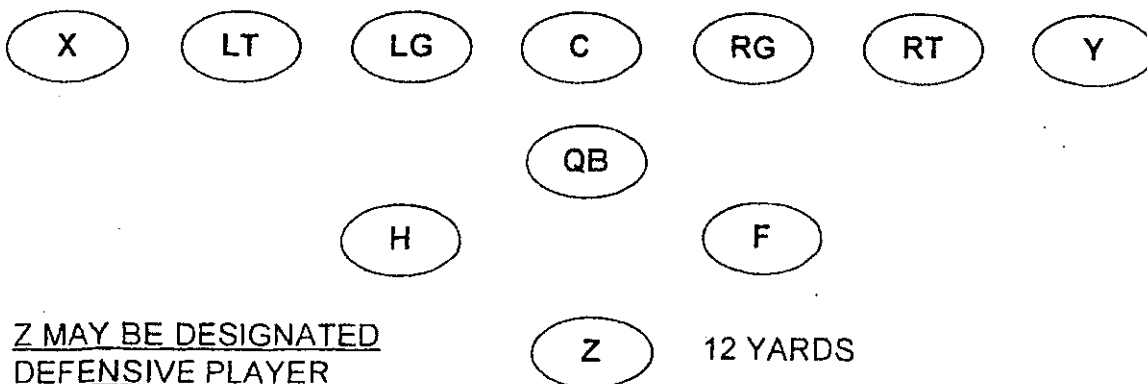
WE HAVE THE BALL LATE IN THE GAME AND WE ARE AHEAD. WE MUST MAKE 1<sup>ST</sup> DOWNS AND CONTROL THE BALL. BACKS AND RECEIVERS STAY IN BOUNDS AND KEEP THE CLOCK RUNNING. NO PENALTIES THAT WILL STOP BOTH US AND THE CLOCK. OFTEN A GAME GETS EMOTIONAL AT THIS TIME, DO NOT LET AN OPPONENT BAIT YOU INTO A FOUL. THE OFFENSIVE TEAM WILL SNAP IN AND OUT OF THE HUDDLE AND QB WILL CONTROL THE TIME ON THE CLOCK..

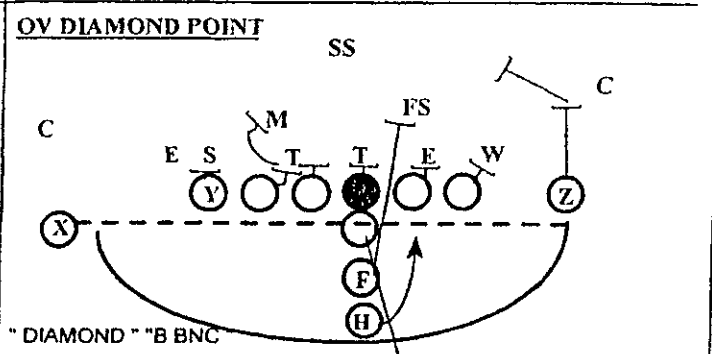
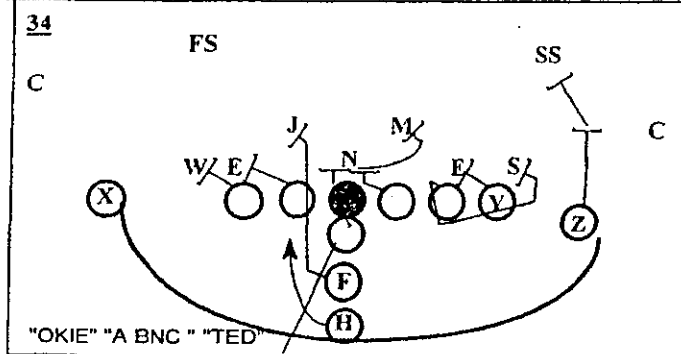
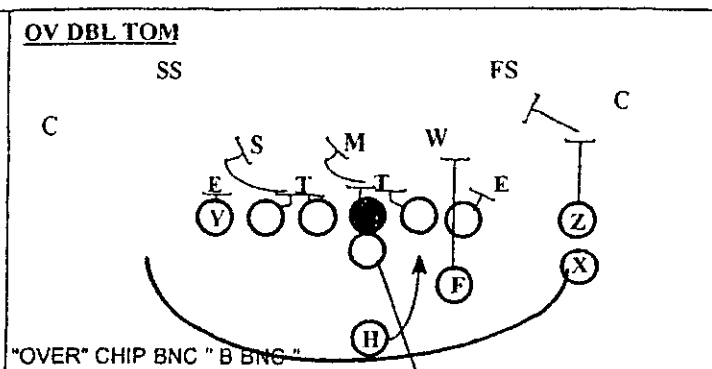
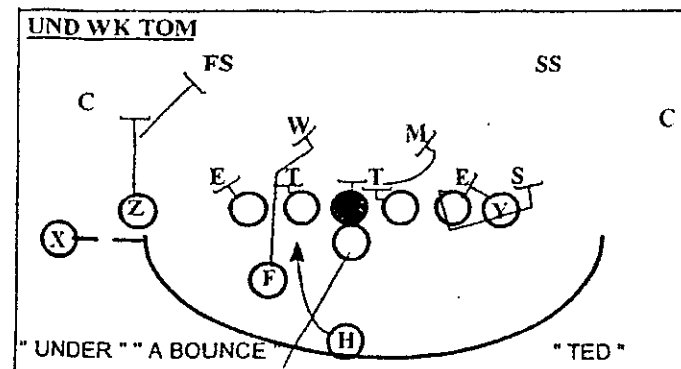
## THE FOUR MINUTE OFFENSE COACHING POINTS

1. USE FULL 40 SECONDS; BREAK HUDDLE WITH 12 SECONDS REMAINING ON THE 40 SECOND CLOCK, QB SNAP THE BALL WITH 1-2 SECONDS LEFT ON THE 40 SECOND CLOCK
2. PROTECT BALL. DO NOT FIGHT FOR EXTRA YARDS, FUMBLES OCCUR.
3. KEEP THE BALL IN BOUNDS
4. NO PENALTIES
5. EXPECT BLITZ - BLOCK AGGRESSIVELY
6. BALL CARRIER: DO NOT POP UP OFF THE GROUND. MAKE THE OFFICIAL COME GET THE BALL FROM YOU.
7. OBJECTIVE OF 4 MINUTE OFFENSE IS TO END THE GAME, NOT TO SCORE

### KILL THE CLOCK

6-TIGHT DIAMOND WITH BACKS PROTECTING THE QB.





DESCRIPTION: A MISDIRECTION RUN SPECIAL OFF OUR 35(34) BASE RUN PLAY. ALL AROUND'S COME BACK TO A TIGHT END SIDE!!

**QB**

RIDE FOOTWORK FAKING THE BALL TO THE HB AND HANDING IT OFF TO THE X RECEIVER.

**F**

BLOCK WILL

**H**

GREAT FAKE.

## BACKSIDE

BLOCK R-35 BASE WITH BOUNCE TECH.

ALERT TED VS. OG BUBBLE, B BOUNCE VS. OT BUBBLE, OUT CALLS.

ALERT TED VS. OG BUBBLE, B BOUNCE, OUT CALLS.

**C**

BLOCK #0, ALERT A BOUNCE, CHIP BOUNCE, HOLE.

**G**

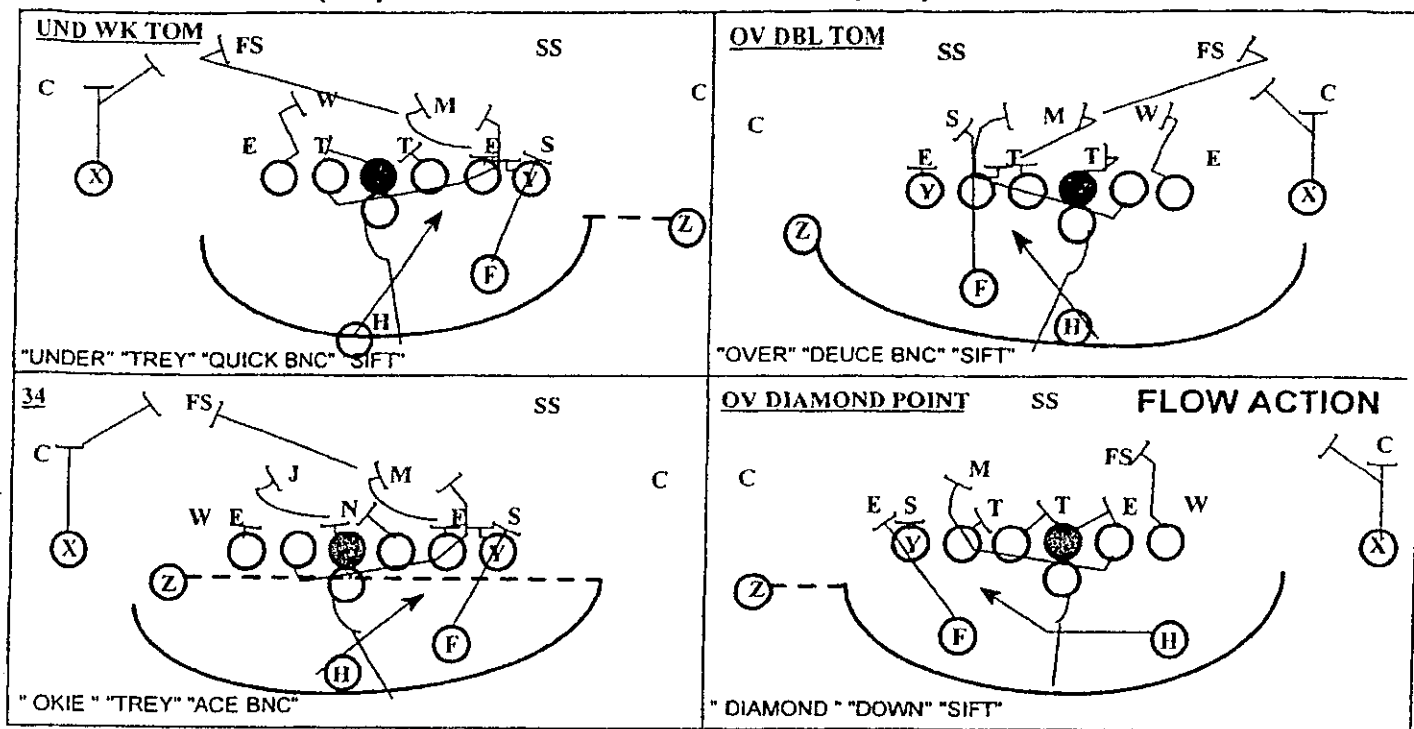
BLOCK R-35 BASE WITH BOUNCE TECH.

**T**

BLOCK R-35 BASE WITH BOUNCE TECH.

**Y**

## FRONTSIDE

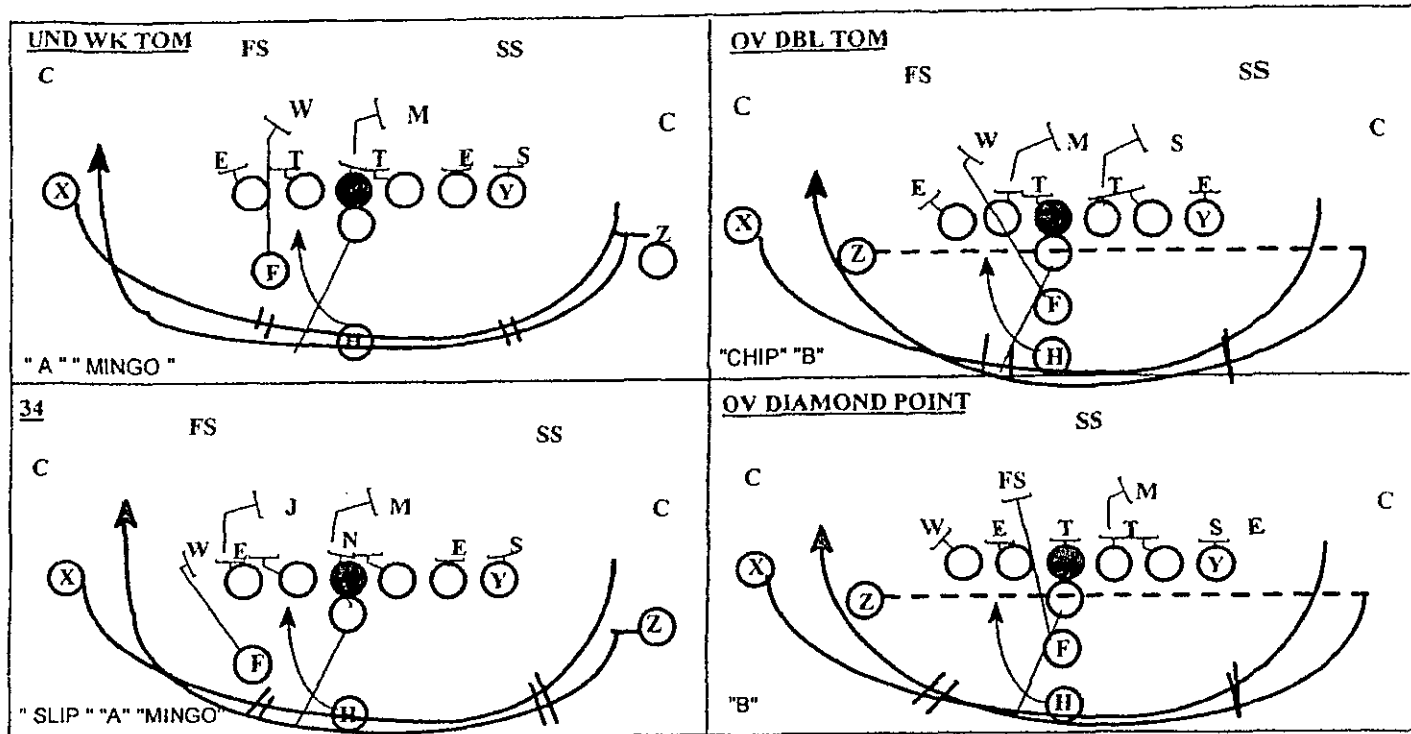


<p><b>DESCRIPTION:</b> A MISDIRECTION RUN SPECIAL OFF OUR JAB 36(37) POWER RUN PLAY. ALL BEHINDS COME WEAK TO THE SPLIT END SIDE!!</p>	<p><b>QB</b></p>	<p>JAB FOOTWORK FAKE BALL TO HB AND HAND OFF TO RECEIVER.</p>
	<p><b>F</b></p>	<p>BLOCK JAB 36/37 POWER, USE BOUNCE TECHNIQUE.</p>
	<p><b>H</b></p>	<p>GREAT FAKE.</p>

## BACKSIDE

## FRONTSIDE

<p>BLOCK 36/37 POWER, PULL FOR MIKE.</p> <p>ALERT SIFT BOUNCE, BLOCK MAN ON VS. WANDA LOOK.</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p>	<p>BLOCK 36/37 POWER, VS. 34 = ACE BOUNCE, USE BOUNCE TECHNIQUE.</p> <p>BLOCK 36/37 POWER, VS. OT BUBBLE = DEUCE TO BACKSIDE SAFETY. ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCE TECH.</p> <p>BLOCK 36/37 POWER, ALERT TREY OR DUECE TO SAFETY, ONLY BLOCK MIKE IF HE OVER RUNS, USE BOUNCÉ TECH.</p> <p>BLOCK 36/37 POWER, USE BOUNCE TECH.</p>
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**DESCRIPTION:**

A MISDIRECTION RUN SPECIAL OFF OF OUR 35 BASE RUN PLAY. THIS IS A DOUBLE REVERSE DESIGNED TO LOOK LIKE AN AROUND BUT THE X HANDS THE BALL OFF TO THE Z. ALL REVERSES INVOLVE 2 EXCHANGES

**QB**

RIDE 35 FOOTWORK FAKE BALL TO HB AND GIVE TO THE X RECEIVER. AFTER HANDOFF LOOK TO BLOCK WEAK ALLEY. ALERT FOR PEAL BACK ON EMOL!!

**F**

BLOCK R-35 BASE, BALL IS TO YOUR SIDE.

**H**

GREAT FAKE, ALERT FS.

**BACKSIDE**

BLOCK R-35 BASE.

BLOCK R-35 BASE, ALERT MINGO.

BLOCK R-35 BASE, ALERT MINGO.

**C**

BLOCK R-35 BASE.

**G**

BLOCK R-35 BASE

**T**

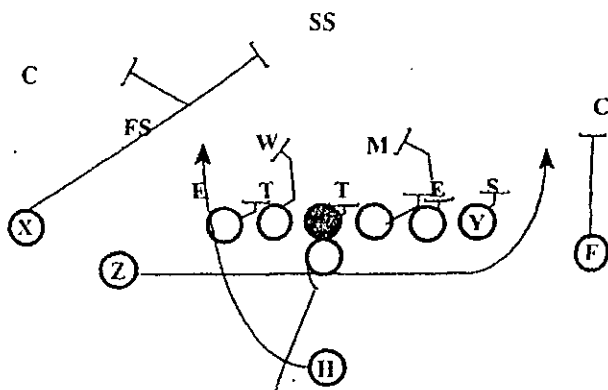
BLOCK R-35 BASE

**Y**

**FRONTSIDE**

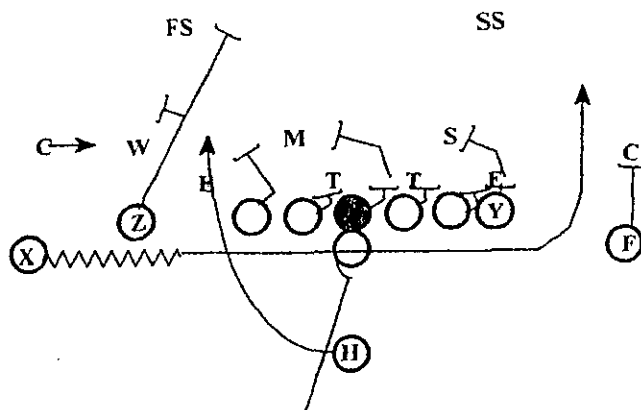
# SPEED SPRINT RT

UND WK TOM



"AB" "SLIP"

OV DBL TOM



"SCOOP" "GAP A"

## DESCRIPTION:

MOVING SPEED HANDOFF TO A RECEIVER, WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

**QB**

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

**F**

BLOCK MAN ON/ FORCE RULES.

**H**

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

**C**

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

**G**

ALERT: GAP A, SLIP AND CHIP CALLS.

**T**

ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

**Y**

ALERT SCOOP, SLIP AND OUT CALLS.

## FRONTSIDE

UND WK TOM

" SLAP " " RG = PEEK AND POP " " TED "

OV DBL TOM

" SLAP " " OC = PEEK AND POP " " TED "

FULL SPRINT ACTION WITH THE TE BLUFFING HIS WAY OUT, THE QB WILL THROW BACK. UNCOVERED LINEMAN HAS TO PEEK AND POP.

**QB**

SPRINT FOR 9 STEPS IN DIRECTION OF CALL.  
PULL UP AND THROW BACK TO "Y".

**F**

H

GREAT FAKE. BLOCK #4 FRONTSIDE. NO REDIRECT. ALERT SWOOP.

## BACKSIDE

ALERT: A, SLAP, GAP A.

YOU ARE STICK!

## FRONTSIDE

C

ALERT: A, SLAP, GAP OR PEEK AND POP.

**G**

ALERT: PEEK & POP OR MAN VS. 3-TECH.

**T**

PULL TO BLOCK EMOL (TED), NEVER TAG.

## Y

BLUFF TED OR TAG AND LET LB CLEAR, THEN RUN  
A DRAG ROUTE 8 YARDS DEEP.

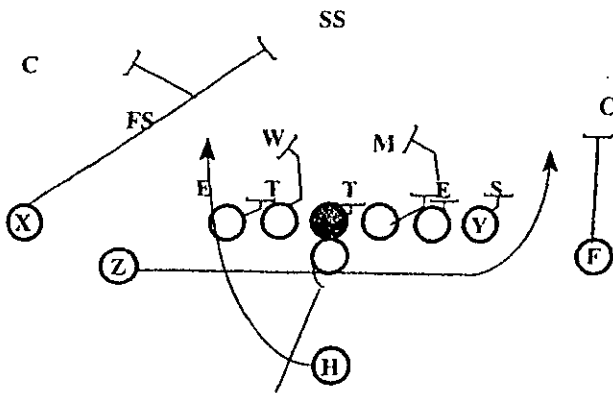






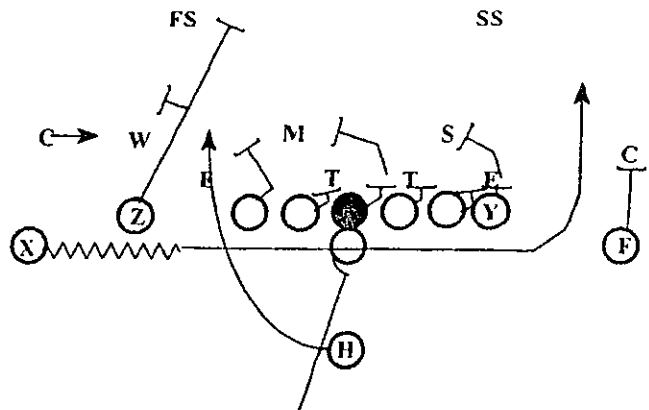
# SPEED SPRINT R1

## UND WK TOM



"AB" "SLIP"

## OV DBL TOM



"SCOOP" "GAP A"

### DESCRIPTION:

MOVING SPEED HANDOFF TO A RECEIVER, WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

**QB**

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

**F**

BLOCK MAN ON/ FORCE RULES.

**H**

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

**C**

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

**G**

ALERT: GAP A, SLIP AND CHIP CALLS.

**T**

ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

**Y**

ALERT SCOOP, SLIP AND OUT CALLS.

## FRONTSIDE

## SPECIAL SITUATIONS

### ★ **NO BRAINER FREEZE:**

USED TO TRY AND DRAW DEFENSE OFF-SIDES IN SHORT YARDAGE SITUATIONS. QB WILL CALL FORMATION FOLLOWED BY "NO BRAINER FREEZE" OFFENSE WILL LINE UP AND BEGIN CADENCE WITH QB TRYING TO DRAW DEFENSE OFF-SIDES. WE WILL NOT SNAP THE BALL!! MAY TAKE TIME OUT OR 5 YARD PENALTY DEPENDING ON THE SITUATION.

### ★ **NO BRAINER "CWM" 98/99:**

USED IN SHORT YARDAGE SITUATIONS WHERE QB WILL CALL FORMATION FOLLOWED BY "NO BRAINER CWM 98/99". VS ANY DIAMOND OR 6-2 FRONT THE QB WILL USE NORMAL COLOR NUMBERS IN HIS CADENCE AND WE WILL NOT SNAP THE BALL. IF THE QB IDENTIFIES AN OVER OR UNDER FRONT HE WILL USE 98 OR 99 IN HIS CADENCE AND WE WILL RUN QB SNEAK IN THAT DIRECTION. IN THIS CASE THE CADENCE WILL GO ON 1! (NOTE: QB WILL ALWAYS RUN 98 OR 99 TO THE 3 TECHNIQUE!)

### ★ **DOWN DOWN:**

USED IN A SITUATION AT THE END OF GAME OR HALF WHEN WE WANT TO CONSERVE TIME BY SLIDING DOWN IMMEDIATELY AFTER A COMPLETION AND CALLING TIME OUT! THIS OCCURS MOSTLY WITH PATTERNS THAT ARE COMPLETED INSIDE THE NUMBERS. QB WILL CALL A PASS PLAY IN THE HUDDLE FOLLOWED BY "DOWN-DOWN" THIS ALERTS THE POTENTIAL RECEIVERS NO RUN AFTER THE CATCH!

### ★ **SNAKE EYES:**

A HURRY UP PLAY DESIGNED TO BEAT A POTENTIAL CHALLENGE BY THE DEFENSE OR TO JUST CATCH THE DEFENSE OFF GUARD. WE WILL USE R-35 BASE AS OUR "SNAKE EYES" PLAY. IT IS IMPORTANT TO NOTE THAT WE CAN BE IN ANY PERS. WHEN WE MAKE THIS CALL. AFTER A PLAY HAS BEEN RUN THE QB WILL HUSTLE TO LOS AND CALL OUT "SNAKE EYES, SNAKE EYS" OFFENSE WILL IMMEDIATELY LINE UP IN 0 FORMATION AND RUN R-35 BASE ON 2ND SOUND!

### ★ **911:**

A HURRY UP PLAY DESIGNED TO GET ONE LAST PLAY OFF WHEN WE HAVE NO MORE TIMEOUTS! WE WANT TO GET THIS PASS TO THE ENDZONE. WE WILL USE 62 TOPPER FROM 0 TRUMP FORMATION AS OUR "911" PLAY. IT IS IMPORTANT TO NOTE THAT WE CAN BE IN ANY PERS. WHEN WE MAKE THIS CALL. AFTER A PLAY HAS BEEN RUN QB WILL HUSTLE TO LOS AND CALL OUT "911, 911" OFFENSE WILL LINE UP IN 0 TRUMP AND WE WILL RUN 62 TOPPER ON 2ND SOUND!

### ★ **99:**

A HURRY UP WAY FOR US TO RUN A QB SNEAK (99) TO THE LEFT AT ANY TIME IN THE GAME REGARDLESS OF OUR PERS. ON THE FIELD! WE WILL ALWAYS LEAVE THE Y TO THE RIGHT & A BACK TO THE LEFT OF THE FORMATION IN ORDER TO SECURE BOTH C GAPS!!



### **52 JUMP BALL:**

A PLAY DESIGNED TO SCORE AT THE END OF GAME OR HALF. USUALLY THROWN FROM MIDFIELD WHERE 4 RECEIVERS MEET AT THE NUMBERS ON THE RIGHT. WE WILL BE SPECIFIC WITH OUR SPACING RULES TO GIVE US THE BEST CHANCE AT A DEFLECTION COMPLETION. THIS PLAY IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.



### **CLOCK IT-CLOCK IT:**

2 MINUTE DRILL CALL DESIGNED TO PRESERVE TIME ON THE CLOCK. QB WILL CALL OUT "CLOCK IT, CLOCK IT" AND EVERYONE WILL QUICKLY ALIGN ON LOS. QB WILL TAKE SNAP ON 2ND SOUND AND GROUND BALL.



### **WATCH IT-WATCH IT:**

DESIGNED TO GIVE THE DEFENSE THE ILLUSION WE ARE GOING TO DOWN(GROUND) THE BALL BUT QB WILL FAKE THAT ACTION AND LOOK TO THROW A PASS TO ONE OF HIS OUTSIDE RECEIVERS. NOTE: THE SIGNAL FROM THE QB WILL BE HIM POINTING AT HIS WATCH.

★ **80 STAY TAKE A FAST SAFETY:**

USED IN A SITUATION BACKED UP WHERE WE ELECT TO TAKE A SAFETY WITH OUR OFFENSE RATHER THEN OUR PUNT TEAM. THE QB WILL CALL FORMATION IN HUDDLE (6 TITE) AND THEN "80 STAY TAKE A SAFETY" ON 1. QB WILL SNAP BALL AND TURN LEFT GOING STRAIGHT BACK AND THROW BALL THRU THE UPRIGHTS. BOTH BACKS AND TIGHTENDS ARE IN FOR PROTECTION.

★ **80 STAY TAKE A SLOW SAFETY:**

USED IN A SITUATION INSIDE YOUR OWN 10 AND WANT TO USE TIME BEFORE WE TAKE A SAFETY. THE QB RUNS ENDLINE AND GETS OUT OF BOUNDS.

★ **90 EXTRA LAST PLAY:**

USED ON 4TH DOWN AT THE END OF GAME WITH 6 SECONDS OR LESS ON CLOCK. WE DO NOT WANT TO RISK A PUNT BLOCK. QB WILL CALL FORMATION IN HUDDLE "BINGO RT 90 EXTRA LAST PLAY ON 1". QB WILL SNAP BALL AND TAKE HALF ROLL DROP AND THROW THE BALL DEEP DOWN THE RIGHT SIDELINE OUT OF BOUNDS. THE Z RECEIVER TO THE RIGHT HAS TO RUN A GO ROUTE! BOTH BACKS AND TIGHTENDS ARE IN FOR PROTECTION

★ **73 VALLEY RANCH:**

~~USED AT THE END OF A GAME WHEN WE ARE BEHIND WITH LITTLE TIME~~  
LEFT AND OUT OF RANGE FOR A JUMP BALL PASS. THIS FLEAFlickER PLAY IS A LAST EFFORT TO SCORE AND IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.

★ **RED ZONE SCRAMBLE:**

USED TO SIMULATE AREAS IN THE REDZONE WHERE WE WANT TO SPACE RECEIVERS WHEN A QB SCRAMBLES RIGHT OR LEFT.

★ **62 CAFÉ X Q:**

USED AT THE END OF HALF OR GAME DESIGNED TO ADVANCE THE BALL FOR A FIELD GOAL WHILE GETTING OUT OF BOUNDS. THIS PLAY IS DRAWN UP IN OUR 2 MINUTE SECTION OF THE PLAYBOOK.

★ **6 TITE DIAMOND VICTORY:**

END OF THE GAME ON A KNEE TO SECURE THE WIN. WE WILL PLACE 1 WR AT 12YDS DEPTH BEHIND FORMATION.

★ **SIDELINE HUDDLE:**

USED TO START A SERIES RATHER THAN LINING UP IN A HUDDLE ON THE FIELD. IT CAN HELP US HIDE OUR PERS. FROM DEFENSE.

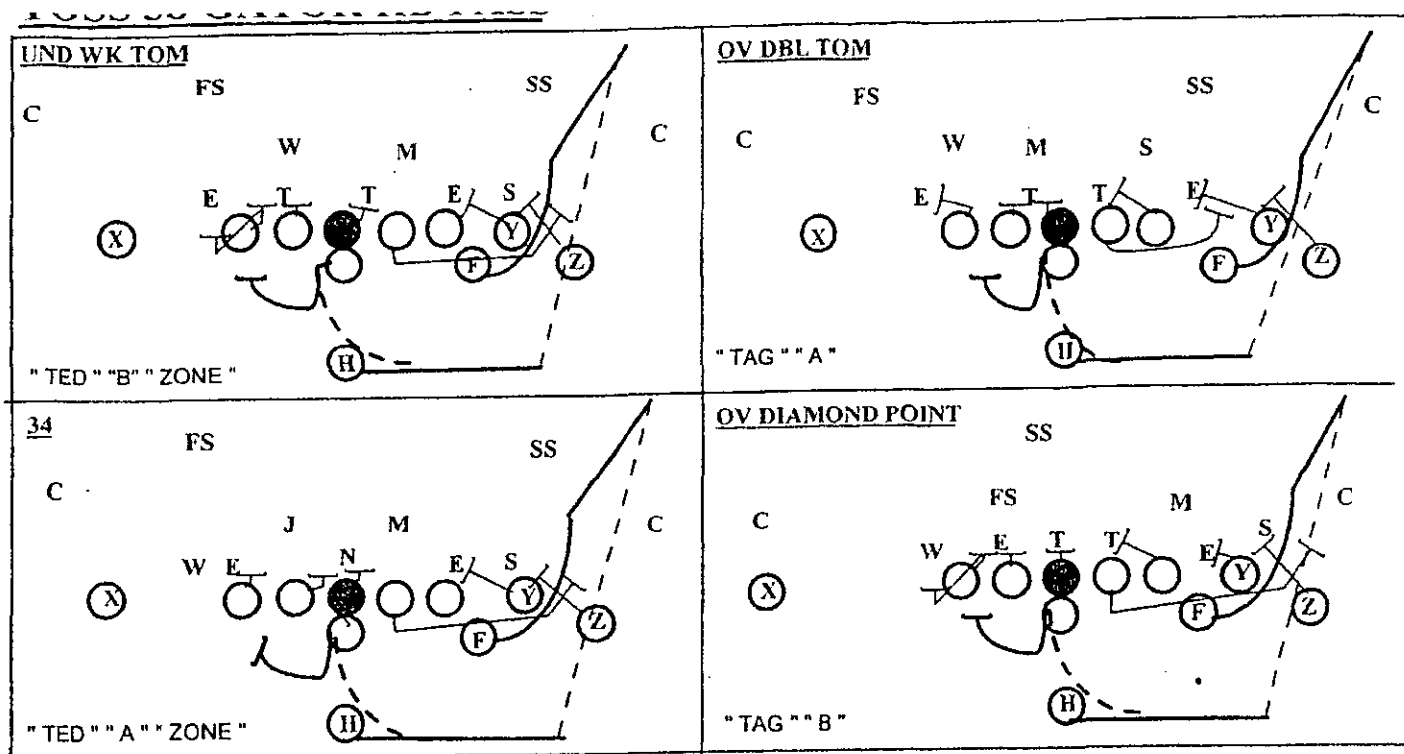
# **SPECIAL SITUATIONS**



# 2 POINT PLAYS

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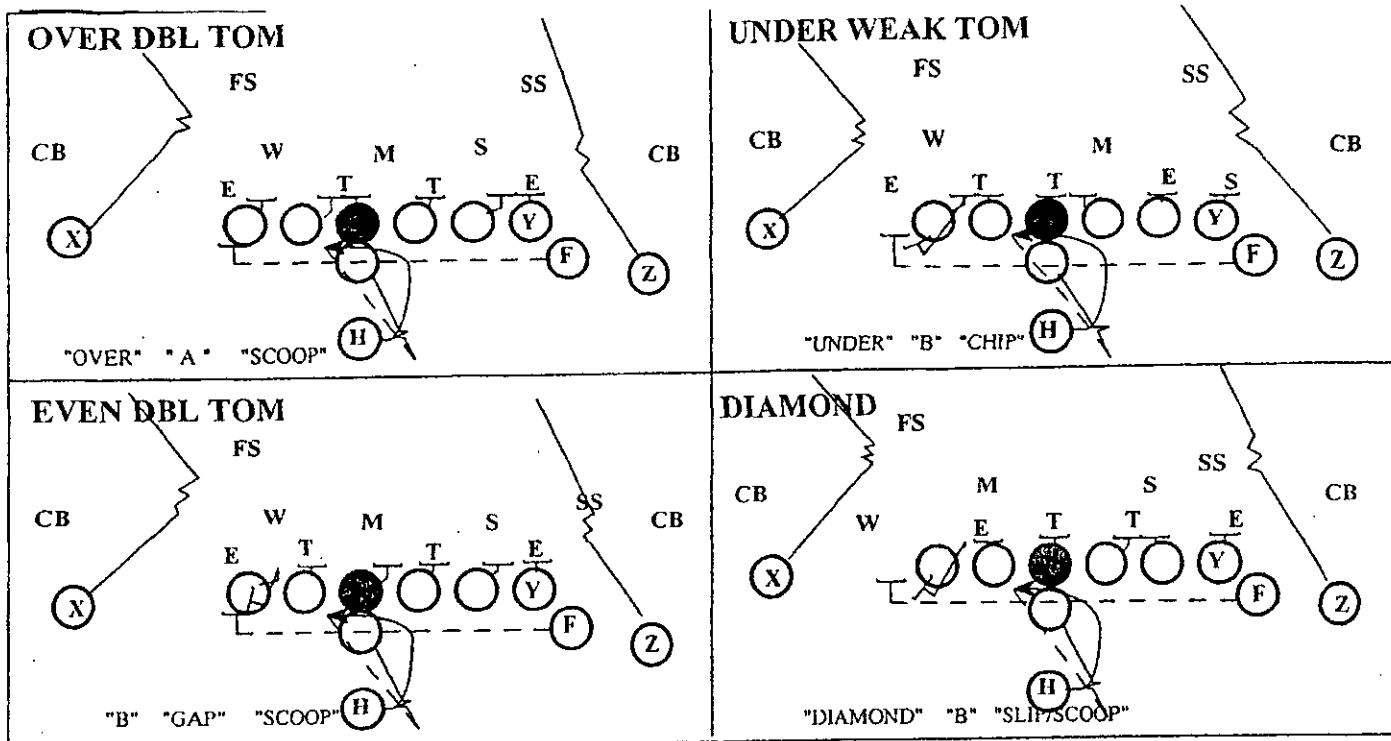


<p><b>DESCRIPTION:</b> A HB PASS OFF OF OUR T-38 GATOR. WE ARE LOOKING TO SELL THE T38 SCHEME AND THEN HB THROWS THE BALL DOWN FIELD TO F RECEIVER.</p>	<table border="1"> <tr> <td data-bbox="743 863 867 1021"><b>QB</b></td><td data-bbox="867 863 1511 1021">TOSS FOOTWORK AND MECHANICS LOOK TO HELP BACKSIDE IN PROTECTION!!</td></tr> <tr> <td data-bbox="743 1021 867 1127"><b>F</b></td><td data-bbox="867 1021 1511 1127">RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!</td></tr> <tr> <td data-bbox="743 1127 867 1308"><b>H</b></td><td data-bbox="867 1127 1511 1308">OPEN AND GO, SELL RUN - THROW THE BALL DOWN FIELD TO F.</td></tr> </table>	<b>QB</b>	TOSS FOOTWORK AND MECHANICS LOOK TO HELP BACKSIDE IN PROTECTION!!	<b>F</b>	RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!	<b>H</b>	OPEN AND GO, SELL RUN - THROW THE BALL DOWN FIELD TO F.
<b>QB</b>	TOSS FOOTWORK AND MECHANICS LOOK TO HELP BACKSIDE IN PROTECTION!!						
<b>F</b>	RELEASE OFF DOWN BLOCK BY Z REC AND RUN A FLAG ROUTE!!						
<b>H</b>	OPEN AND GO, SELL RUN - THROW THE BALL DOWN FIELD TO F.						

## BACKSIDE

## FRONTSIDE

<p>ALERT A, B CALLS, SEE THE MIKE.</p> <p>ALERT B OR BASE VS. WANDA LOOK, NO 2 GUYS, SET AND SIFT, SEE WLB, RUN THRU.</p>	<table border="1"> <tr> <td data-bbox="743 1361 867 1553"><b>C</b></td><td data-bbox="867 1361 1511 1553">ALERT A, ZONE, GAP CALLS, SEE THE MIKE.</td></tr> <tr> <td data-bbox="743 1553 867 1723"><b>G</b></td><td data-bbox="867 1553 1511 1723">ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO DOWN FIELD.</td></tr> <tr> <td data-bbox="743 1723 867 1893"><b>T</b></td><td data-bbox="867 1723 1511 1893">ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN FIELD.</td></tr> <tr> <td data-bbox="743 1893 867 2047"><b>Y</b></td><td data-bbox="867 1893 1511 2047">POINT BLOCK FIRST DEFENDER INSIDE.</td></tr> </table>	<b>C</b>	ALERT A, ZONE, GAP CALLS, SEE THE MIKE.	<b>G</b>	ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO DOWN FIELD.	<b>T</b>	ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN FIELD.	<b>Y</b>	POINT BLOCK FIRST DEFENDER INSIDE.
<b>C</b>	ALERT A, ZONE, GAP CALLS, SEE THE MIKE.								
<b>G</b>	ALERT TAG, ZONE CALLS, FOR FORCE, DO NOT GO DOWN FIELD.								
<b>T</b>	ALERT TED, TAG CALLS, FOR FORCE, DO NOT GO DOWN FIELD.								
<b>Y</b>	POINT BLOCK FIRST DEFENDER INSIDE.								



**DESCRIPTION:**

A FLEAFlickER PASS OFF OUR RIDE 34 RUN PLAY. QB WILL HAND BALL TO HB. AFTER HANDOFF HB WILL SELL RUN AND THEN TURN AND LATERAL BALL BACK TO QB. WE WILL LOOK TO THROW X #1 AND Z#2!!

**QB**

RIDE FOOTWORK HANDING THE BALL TO HB. GAIN DEPTH AFTER MESH AND RECEIVE LATERAL FROM BACK. WE ARE READING X #1 AND Z#2.

*ALERT BLITZ "KEEP IT" CALL FOR HB!!!*

**F**

CUT OFF EMOL

**H**

OPEN CROSSOVER DOWNHILL, BEND TO BACKSIDE "A" GAP AND MAKE FIRM 2 HAND TOSS BACK TO QB - GET HEAD AROUND FOR PROTECTION, ALERT KEEP IT KEEP IT CALL BY QB.

**BACKSIDE**

**FRONTSIDE**

BLOCK R-34, ALERT A, B CALLS.

**C**

BLOCK R-34, ALERT A, GAP, CHIP CALLS.

BLOCK R-34, ALERT B, MINGO CALLS.

**G**

BLOCK R-34, ALERT GAP, SLIP, CHIP CALLS.

**T**

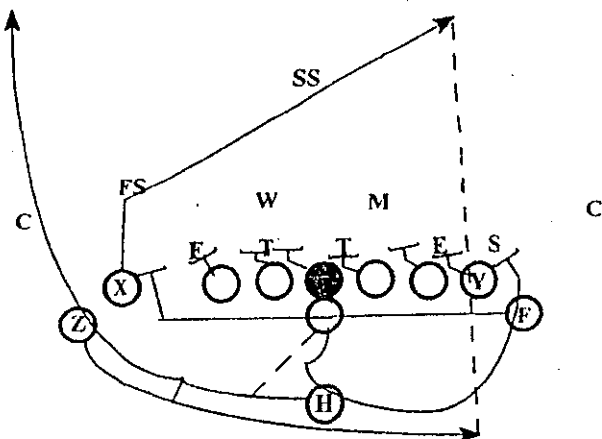
BLOCK R-34, ALERT SLIP, SCOOP, OUT CALLS.

**Y**

BLOCK R-34 ALERT, SCOOP, SLIP, OUT CALLS.

# TOSS 39 BASE 2 REVERSE PASS

## UND WK TOM

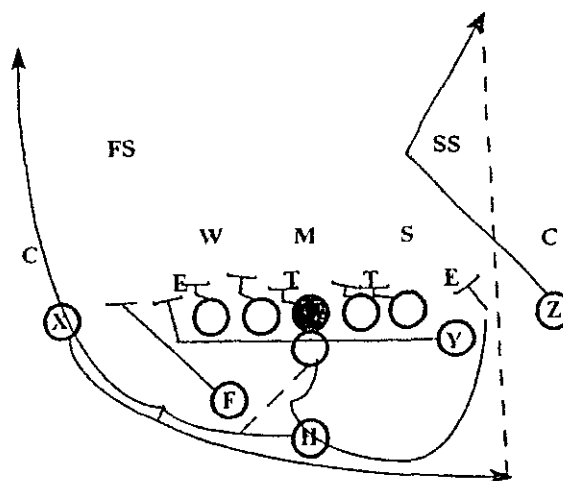


F = PROTECT THE EDGE

"GAP A"

QB = SEAL THE SAM

## OV DBL TOM



F = PROTECT THE EDGE

"SCOOP" "CHIP" "B"

QB = SEAL END

### DESCRIPTION:

TOSS TO HB WHO GIVES TO RECEIVER, SELL THE REVERSE, YOU HAVE THE POWER TO "KEEP IT", MAKE GOOD DECISION.

**QB**

TOSS BALL MECHANICS - LOOK TO BLOCK WEAK ALLEY ON "KEEP IT" CALL AND ALERT FOR PEAL BACK ON EMOL.

**F**

BLOCK ANYTHING OFF EDGE.

**H**

OPEN AND GO RECEIVE BALL, THEN HAND BACK TO Z OR X. SEE BALL INTO POCKET. THROTTLE DOWN AS IF YOUR OUT OF PLAY, THEN RUN SWING.

## BACKSIDE

GAP PROTECTION: USE ZONE CALLS.

GAP PROTECTION: USE ZONE CALLS.

**C**

GAP PROTECTION: USE ZONE CALLS.

**G**

GAP PROTECTION: USE ZONE CALLS.

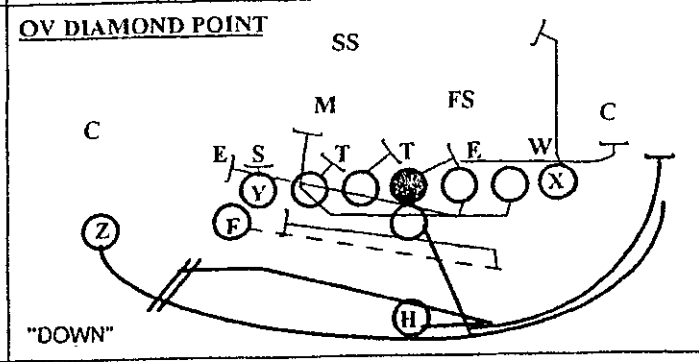
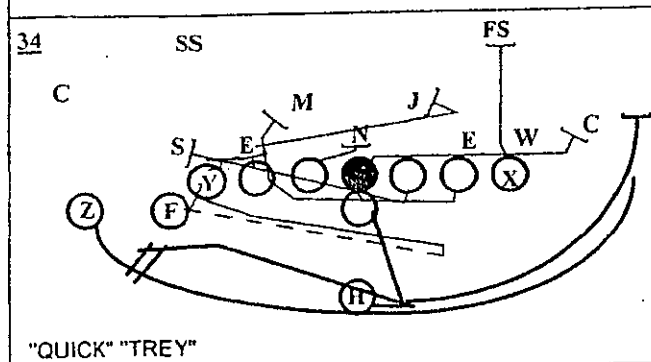
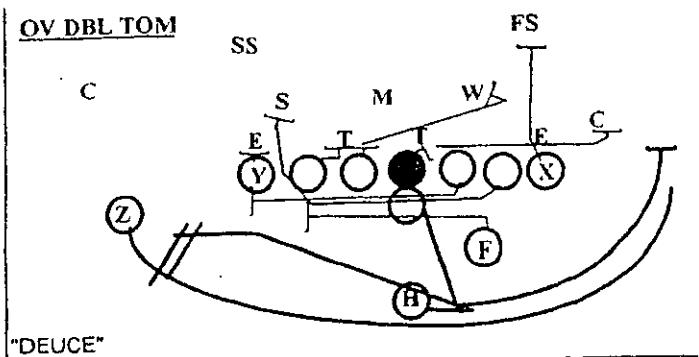
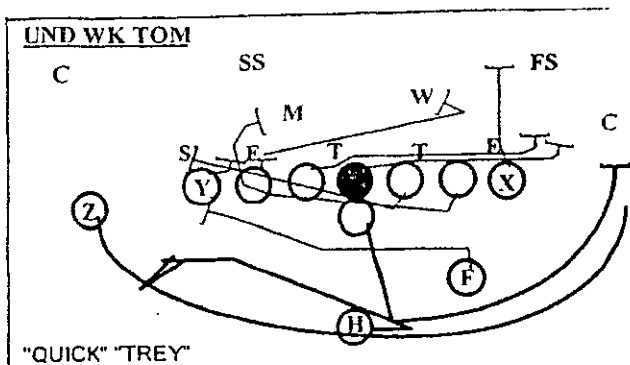
**T**

GAP PROTECTION: USE ZONE CALLS.

**Y**

GAP PROTECTION: USE ZONE CALLS.

## FRONTSIDE



**DESCRIPTION:**

A MISDIRECTION RUN SPECIAL OFF OF A JAB 37 O-T RUN PLAY. ALL REVERSES INVOLVE A DOUBLE EXCHANGE. IN THIS CASE THE QB WILL HAND BALL TO HB WHO WILL HAND TO Z RECEIVER.

**QB**

JAB FOOTWORK HAND BALL TO HB AND LOOK TO BLOCK PLAYSIDE ALLEY!! ALERT TO PEAL BACK ON EMOL IF IT IS THREATENED.

**F**

BLOCK ANYTHING OFF THE EDGE.

**H**

JAB HANDOFF MESH THAN HAND BALL TO Z REC. SEE BALL INTO POCKET.

**BACKSIDE**

PULL AND TRAP 1ST MAN OUTSIDE OF TE.

PULL AND BLOCK COLOR TO MLB.

**FRONTSIDE**

**C**

BLOCK JAB CTR, HOLD BLOCK FOR 2 COUNTS AND LEAD REVERSE.

**G**

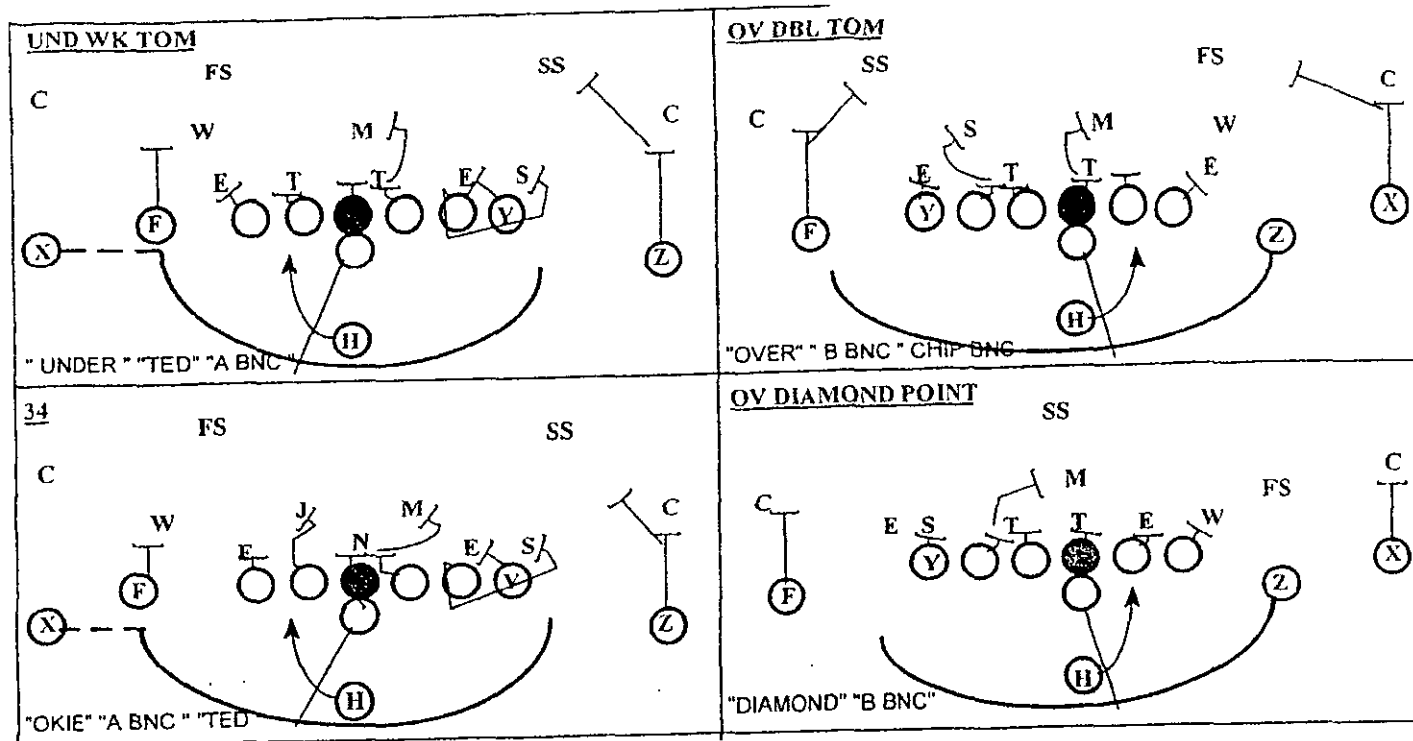
BLOCK JAB CTR, WORK TO GET OUT, FORCE MAN OVER TOP, BLOCK WLB OR MDM.

**T**

BLOCK JAB CTR. WLB OR MDM.

**Y**

BLOCK JAB CTR, TREY OR BASE.



DESCRIPTION: A MISDIRECTION RUN SPECIAL OFF OUR 35(34) WEAK RUN PLAY. ALL AROUNDS COME BACK TO A TIGHT END SIDE!!

**QB**

RIDE FOOTWORK FAKE HANDOFF TO HB AND GIVE THE BALL TO RECEIVER.

**F**

BLOCK MD WITH BOUNCE TECH

**H**

GREAT FAKE. ALERT FS

## BACKSIDE

BLOCK R-34/35 WK WITH BOUNCE TECH.

ALERT TED VS. OG BUBBLE, B BOUNCE, VS. OT BUBBLE, ALT OUT.

ALERT TED, VS. OG BUBBLE, B BOUNCE, OUTCALLS.

**C**

BLOCK R-34/35 WK, WITH BOUNCE TECH

**G**

BLOCK R-34/35 WK, WITH BOUNCE TECH.

**T**

BLOCK R-34/35 WK, WITH BOUNCE TECH.

**Y**

## FRONTSIDE

# SPECIAL PLAYS

## TWO MINUTE OFFENSE COACHING POINTS

1. BE AWARE OF COMPLETE SITUATION AND PLAY BEFORE TAKING FIELD.
2. OFFENSIVE TEAM AWARE OF CLOCK BEFORE TAKING FIELD.
3. ALL PLAYS ARE ON THE SNAP COUNT OF SECOND SOUND IF CLOCK IS RUNNING.
4. "CLOCK-CLOCK" - OUR BASIC STOP THE CLOCK PLAY WILL BE SOLID PROTECTION FROM TACKLE TO TACKLE AND ALL OTHER PLAYERS MAY ALIGN ANYWHERE AS LONG AS WE HAVE 7 MEN ON THE LOS IN A LEGAL FORMATION. THE QB WILL SPIKE THE BALL DIRECTLY BEHIND THE CENTER. THIS PLAY WILL BE USED ONLY ON 1<sup>ST</sup> AND 2<sup>ND</sup> DOWN UNLESS USED FOR A FIELD GOAL TRY WITH LESS THAN 15 SECONDS. CP: WE WILL SNAP THE BALL ON 2<sup>ND</sup> SOUND.
5. "WATCH-WATCH" - SIMILAR TO "CLOCK-CLOCK" WITH OUTSIDE RECEIVERS RUNNING GO ROUTES AND QB SIMULATING CLOCK-CLOCK MECHANICS BEFORE THROWING GO ROUTES.
6. QB'S DECISION GETTING OVER BALL AFTER BIG GAIN OR CALLING TIME OUT.
7. NO HEROICS - DON'T TRY THE IMPOSSIBLE
8. BALL CARRIERS CONSERVE TIME BY HANDING THE BALL TO THE UMPIRE.
9. ~~GET CLEARLY OUT OF BOUNDS. IF POSSIBLE, GET YARDAGE UP SIDELINES, THEN STEP OUT.~~
10. TEAM - BIG GAIN, RUN AND GET OVER BALL QUICKLY.
11. QB CALLING TIME OUT - GO TO REFEREE BEFORE PLAY IS STOPPED AND SIGNAL TIME IF PLAYER IS TACKLED IN BOUNDS.
12. QB - COME TO SIDELINE DURING TIME OUTS AND ALWAYS CHECK SIDELINE WHEN TIME IS NOT OUT.
13. ALL OFFENSIVE PLAYERS LOOK TO SIDELINE FOR INSTRUCTION FROM THE HEAD COACH.
14. O-LINE AFTER COMPLETION OR LONG RUN - SPRINT TO LOS AND GET SET. WE CANNOT WASTE TIME - WE NEED EVERY SECOND!!!

### THE CLOCK STOPS BUT STARTS ON REFEREE'S SIGNAL

1. ANY OTHER OFFICIALS TIME OUT.
2. MEASUREMENT FOR A 1<sup>ST</sup> DOWN
3. QUARTERBACK TACKLED WHILE ATTEMPTING TO PASS.
4. INJURED PLAYER REMOVED FROM GAME. (IF THE INJURED PLAYER IS FOR THE EXTRA 4<sup>TH</sup> TIME OUT, 10 SECONDS WILL BE RUN OFF THE CLOCK; IF THE INJURED PLAYER IS FOR THE EXTRA 5<sup>TH</sup> TIME OUT, 10 SECONDS WILL BE RUN OFF THE CLOCK PLUS A 5 YARD PENALTY, INSIDE OF 2 MINUTES).

DURING THE LAST 2 MINUTES OF EITHER HALF, IF THE TEAM (EITHER THE OFFENSE OR DEFENSE) THAT IS AHEAD IN THE SCORE COMMITS A FOUL, THE CLOCK WILL STOP FOR ENFORCEMENT OF PENALTY; IF THE TEAM (EITHER THE OFFENSE OR DEFENSE) THAT IS BEHIND IN THE SCORE COMMITS A FOUL, THE CLOCK WILL NOT STOP FOR ENFORCEMENT OF PENALTY.

WE WILL HAVE TWO KINDS OF MANAGEMENT OFFENSES IN REGARDS TO TIME.

1. THE TWO MINUTE OFFENSE
2. THE FOUR MINUTE OFFENSE

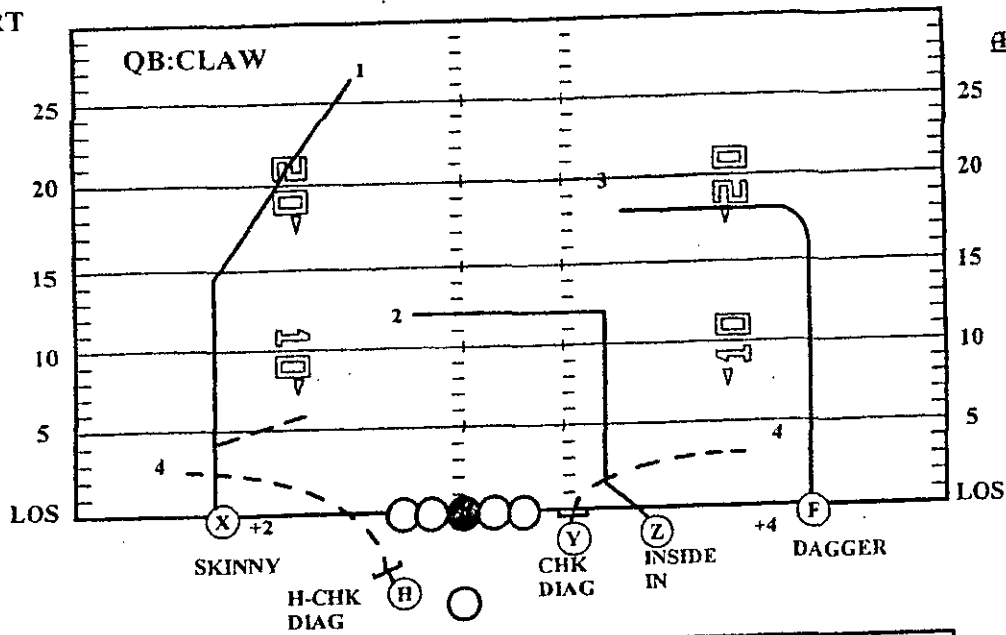


**TIME**

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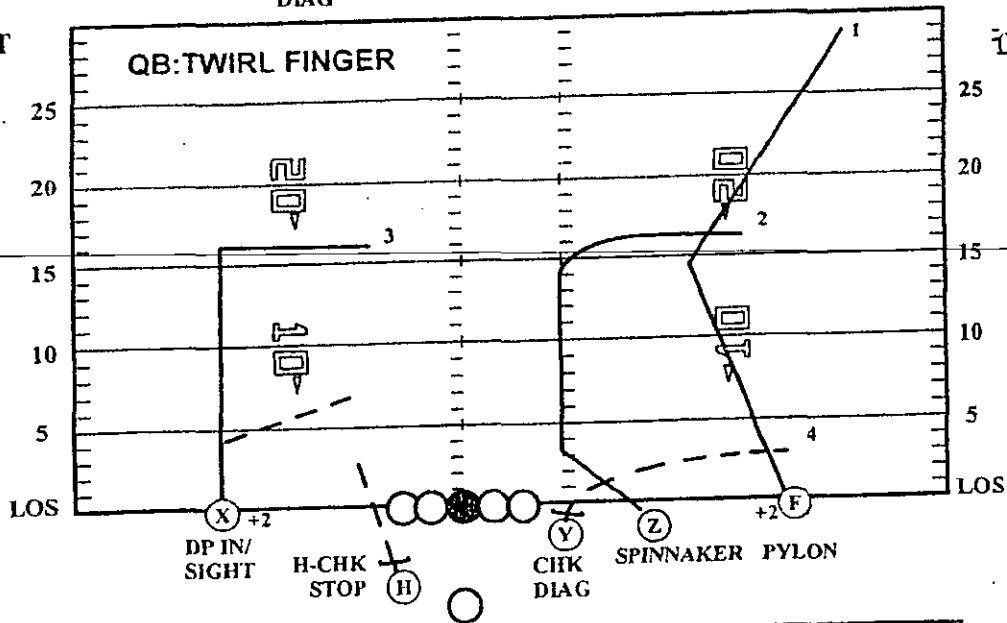
**MANAGEMENT**

"TRIPS RT  
82,82"



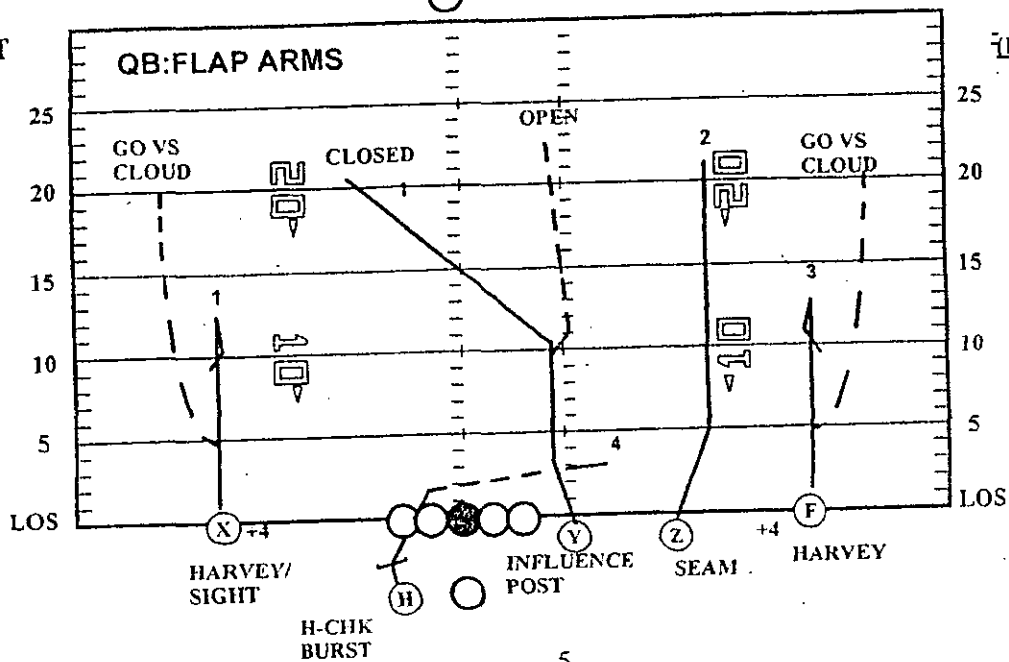
(HALF)-GUN TRIPS RT  
-82 F DIG

"TRIPS RT  
82,82"



(HALF)-GUN TRIPS RT  
-82 Z SPINNAKER

"TRIPS RT  
82,82"



(HALF)-GUN TRIPS RT  
-62 ALL GO SPECIAL

-3-

## DALLAS COWBOY 2 MINUTE CALLS

### 2X2

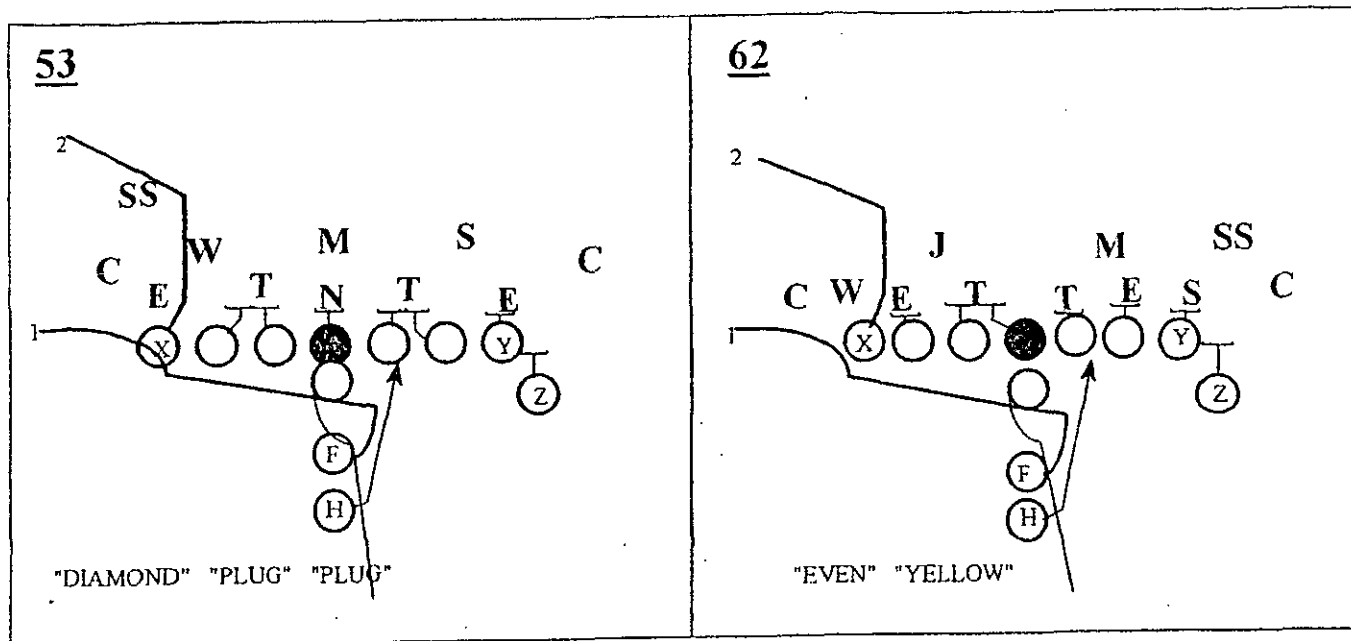
HALF- GUN SPREAD RT	62 KEY WINSTON
HALF- GUN SPREAD RT	62 KEY ALL GO
HALF- GUN SPREAD RT	62 KEY Y SCISSORS CROSS
HALF- GUN SPREAD RT	62 KEY DO IT DOMINO
HALF- GUN SPREAD RT	QK 62 OHIO(RETURN)
HALF- GUN SPREAD RT	NICKEL 40

### 3X1

HALF- GUN TRIPS RT	82 DOUBLE Q(GO,SQUARE OUT)
HALF- GUN TRIPS RT	82 F DIG
HALF- GUN TRIPS RT	82 Z SPINNAKER
HALF- GUN TRIPS RT	62 KEY ALL GO SPECIAL

**2 MINUTE**

# GL PASS: SLANT 134 SELL IT F SLIDE



<p><b>DESCRIPTION:</b></p> <p>SLANT ACTION WHERE FULLBACK SLIPS INTO THE FLAT.</p>	<p><b>Q</b></p>	<p>REVERSE OUT.. MAKE GREAT FAKE TO HALFBACK.. FULLBACK IS 1.. X IS 2ND CHOICE.</p>
	<p><b>F</b></p>	<p>RUN UNDER ROUTE</p>
	<p><b>H</b></p>	<p>GREAT 34 FAKE.. EXECUTE 134 PROT.</p>

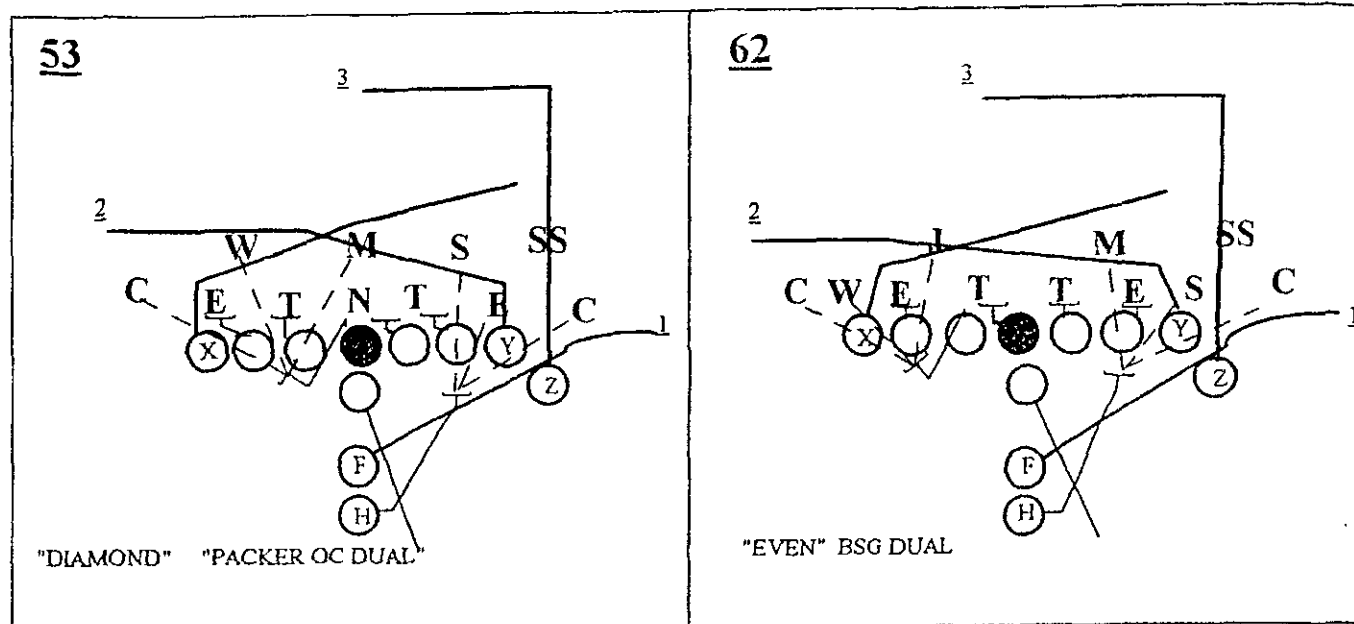
## BACKSIDE

BLOCK 34 WHAM
BLOCK 34 WHAM
RUN CORNER ROUTE, INSIDE RELEASE PREFERRED.

## FRONTSIDE

<b>C</b>	BLOCK 34 WHAM
<b>G</b>	BLOCK 34 WHAM
<b>T</b>	BLOCK 34 WHAM
<b>Y</b>	BLOCK 34 WHAM
<b>X/Z</b>	SEAL BACKSIDE, ALERT #4.

# GL PASS: RIDE 130 ALL CROSS



<p><b>DESCRIPTION:</b> PLAY ACTION CROSSING ROUTE OFF RIDE 136</p>	<p><b>Q</b></p>	<p>GREAT RIDE 136 FAKE WITH HALFBACK. YOUR PROGRESSION IS F-Y-Z (HOT TO F) .</p>
	<p><b>F</b></p>	<p>FREE RELEASE IN THE FLAT, BLUFF EMOL, ALERT HOT.</p>
	<p><b>H</b></p>	<p>BLOCK FIRST MAN THAT SHOWS OFF THE TACKLES BUTT.</p>

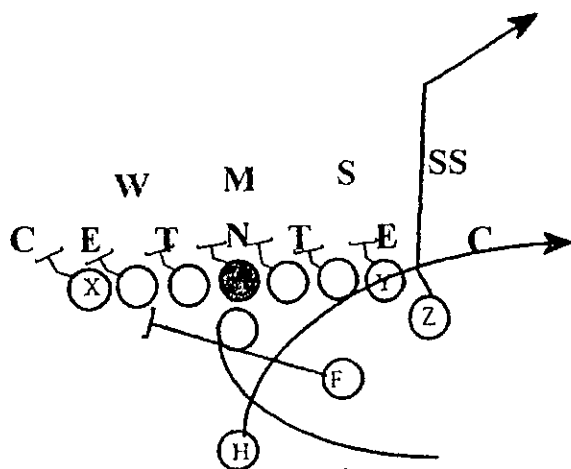
## BACKSIDE

## FRONTSIDE

<p>BLOCK 52 PROT. VS 62 DUAL MDM BACKSIDE.</p>	<p><b>C</b></p>	<p>BLOCK 52 PROT. VS 53 DUAL MDM BACKSIDE.</p>
<p>BLOCK 52 PROT.</p>	<p><b>G</b></p>	<p>BLOCK 52 PROT.</p>
<p>INSIDE RELEASE AND RUN CROSSER 1 YD. OVER THE GL ..... USE Y AS A PICK.</p>	<p><b>T</b></p>	<p>BLOCK 52 PROT.</p>
	<p><b>Y</b></p>	<p>RELEASE AND RUN CROSS ROUTE TO OPPOSITE PYLON OVER THE TE.</p>
	<p><b>X/Z</b></p>	<p>RELEASE AND SETTLE UNDER THE GOAL POST .....DO NOT DRIFT.</p>

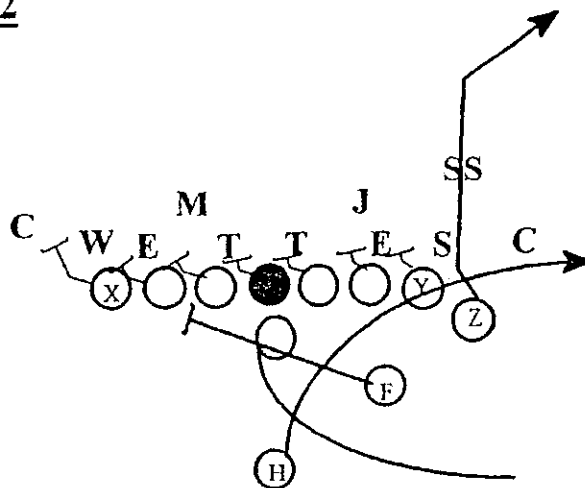
# GL PASS: SLANT 331 STAY BOOT RT

**53**



"DUMBO"

**62**



"DUMBO"

## DESCRIPTION:

PLAY ACTION OFF THE BONG PLAY, THE QB HAS A RUN PASS OPTION, USE SLANT FOOTWORK.

**Q**

SLANT FOOTWORK, STAY ON THE MOVE, YOU HAVE RUN PASS OPTION.

**F**

FAKE UNDERNEATH THRU B GAP

**H**

FREE RELEASE DIAGONAL, FUNNEL END MAN INSIDE.

## BACKSIDE

REACH BACKSIDE A GAP

REACH BACKSIDE B GAP

REACH BACKSIDE C GAP

INSIDE RELEASE AND RUN FLAG.

**C**

REACH FRONTSIDE A GAP

**G**

REACH FRONTSIDE B GAP

**T**

REACH FRONTSIDE C GAP

**Y**

**Z/X**

REACH FRONTSIDE D GAP

## FRONTSIDE

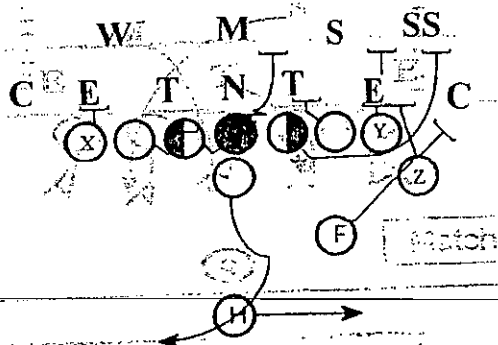


# 30 - DOUBLE DENVER

RUN: FOSS 38(39) BOSS

53

30 - MAC PLUG A

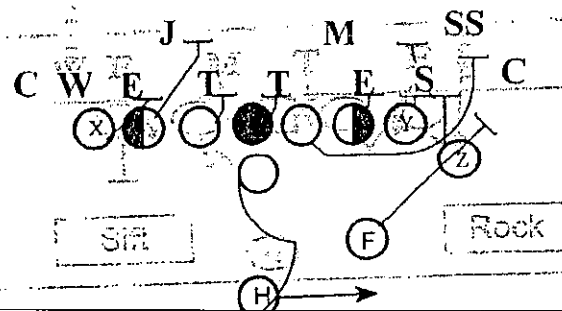


"DIAMOND" "CUB" "AB" "TAG" ALERT CLIFF "TEAM"

WEB

62

ALL BUTZ



"C" "EVEN" "TEAM"

## DESCRIPTION:

Toss play strongside, pulling playside Guard with lead back blocking 1ST force.

## FORMATION:

Q

Reverse out Toss mechanics

F

Block 1st Force. Kick out or Log.

H

Open Go receive Toss, read pulling ONG block on EMOL and FB's block.

## BACKSIDE

## FRONTSIDE

Covered - Cutoff

Uncovered - Alert A, B, AB, DUMBO

Block Inside Gap.

Vc 62 Goal Line WORK TO Backside LB'ER. ALT

C

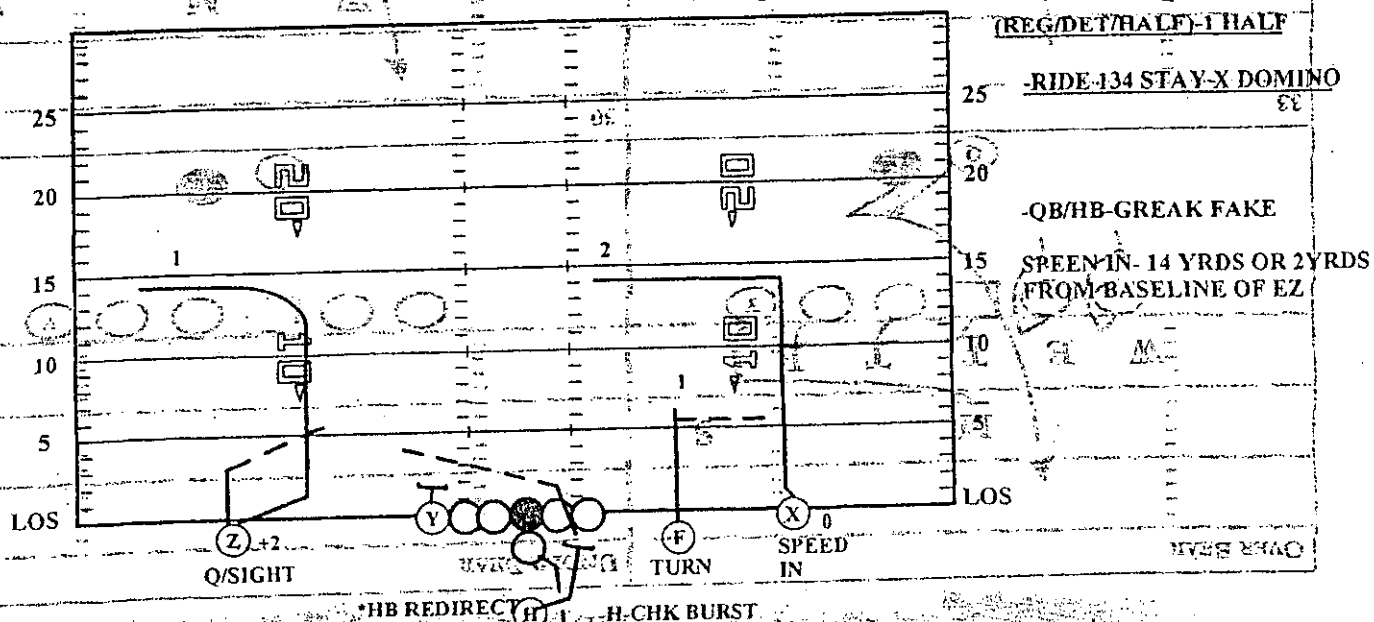
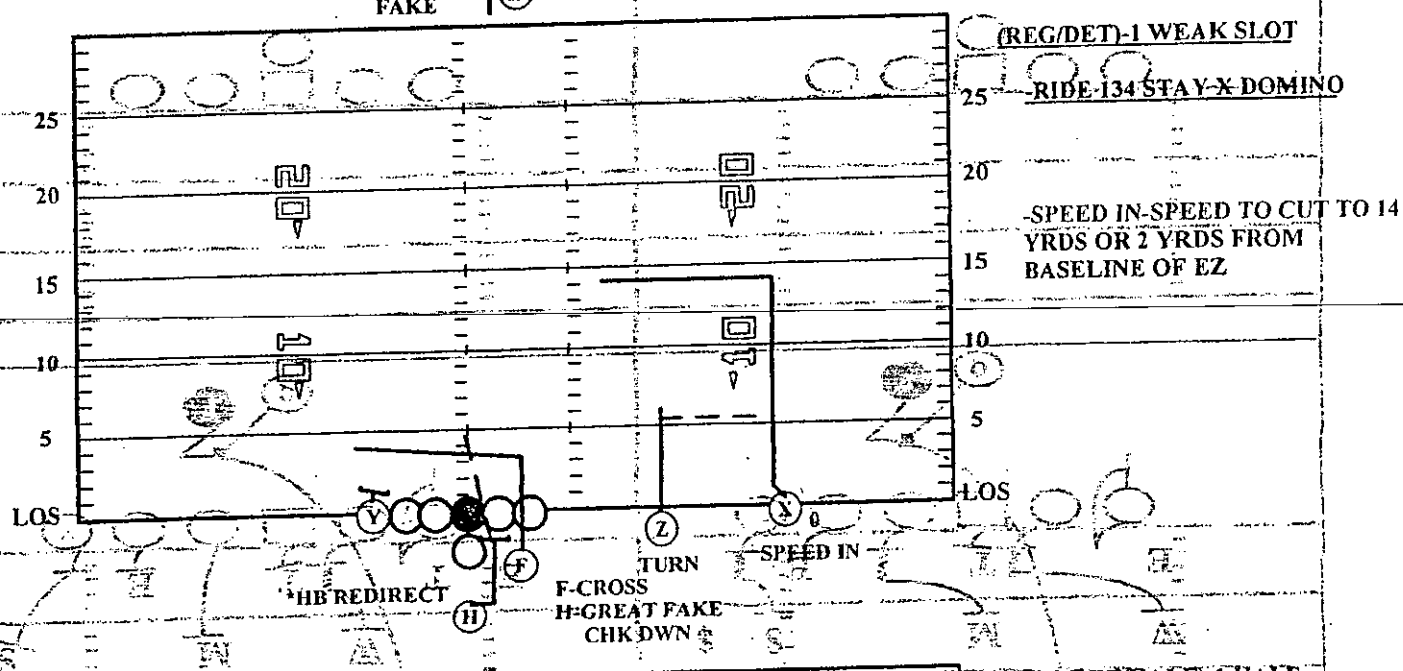
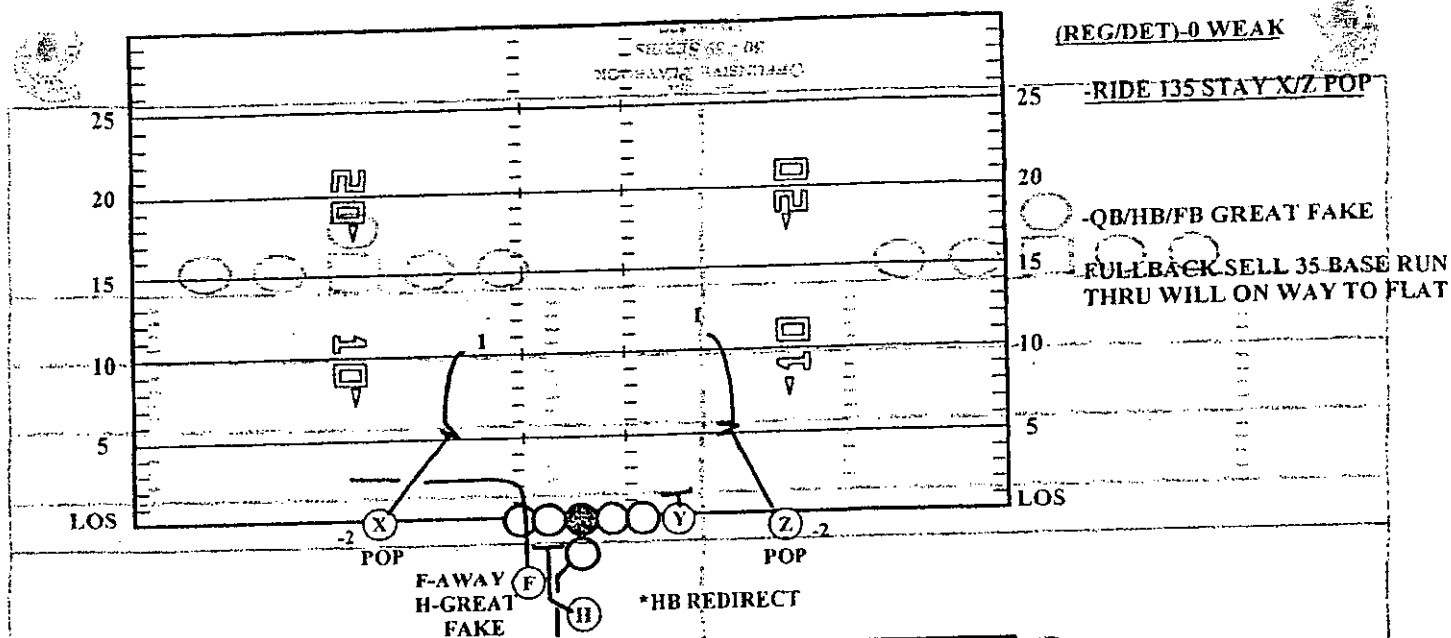
Covered - Block Man. Alert Cliff, A & AB, DUMBO  
Uncovered - Fill for ONG, Alert Tac & Boss Calls.

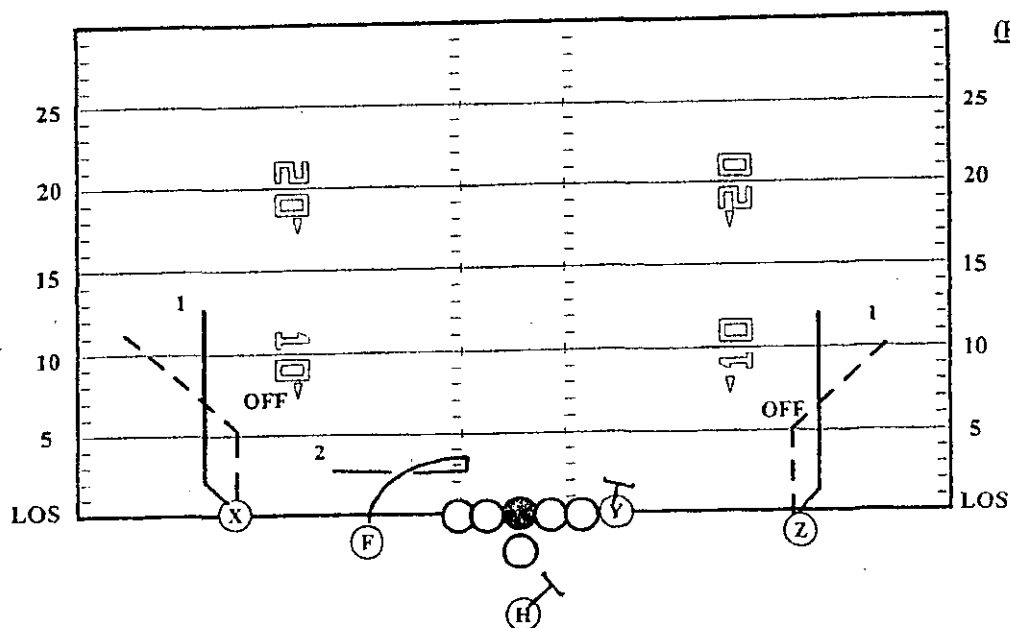
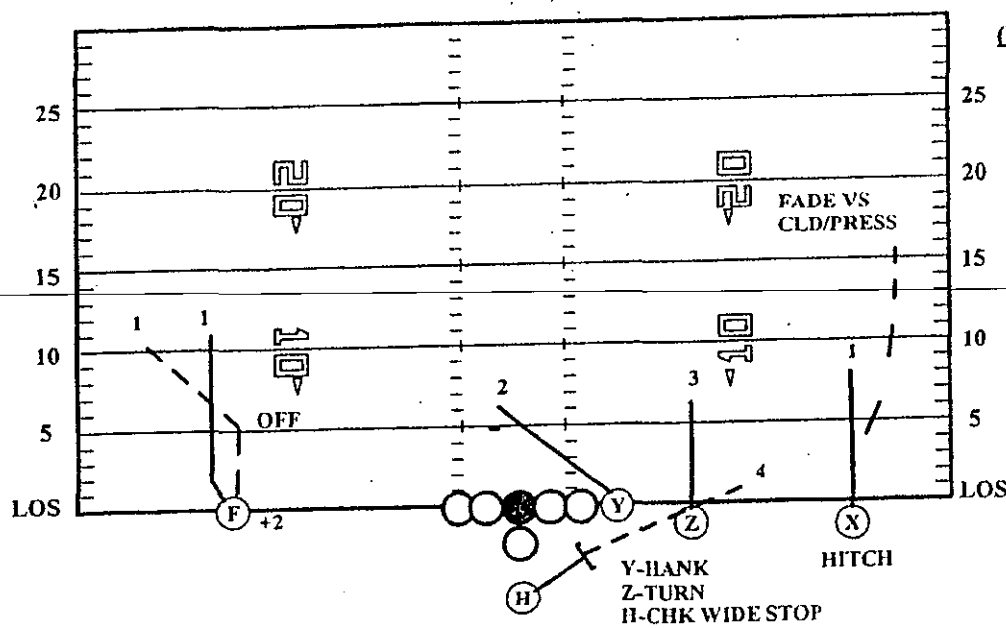
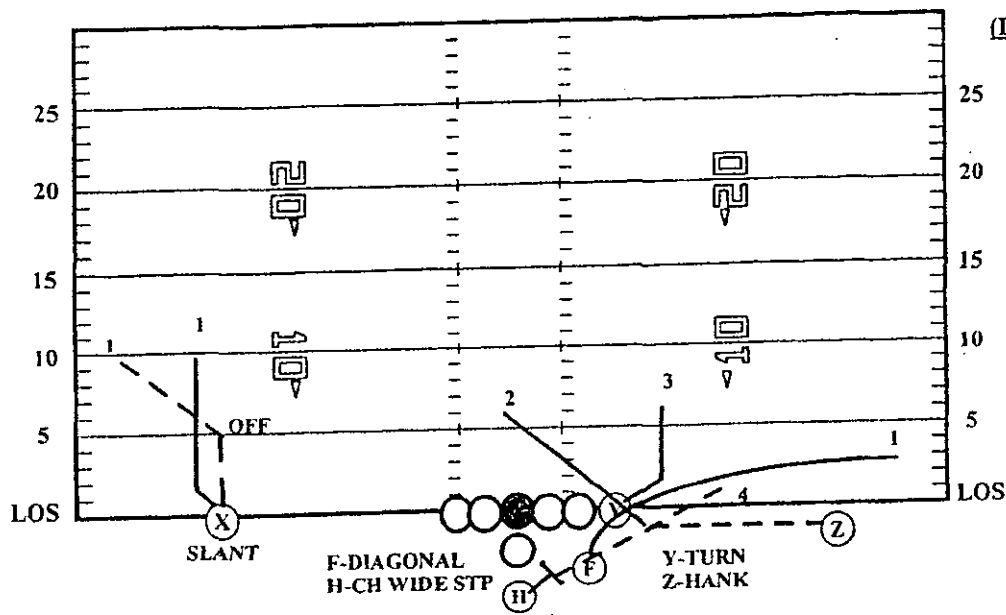
G

Pull & Block 2nd Force.  
Alert Run Thru.

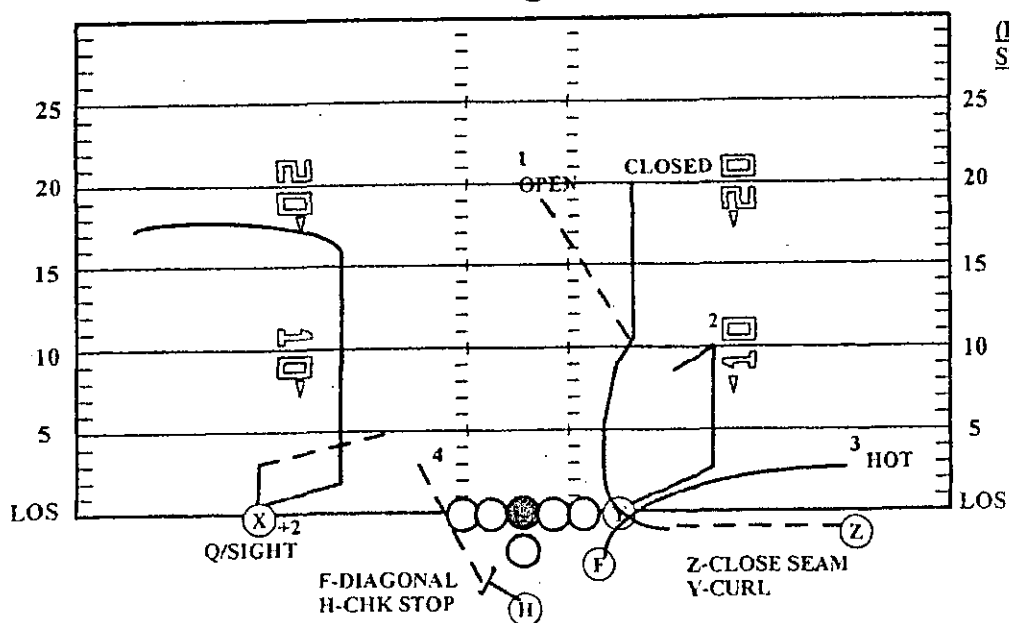
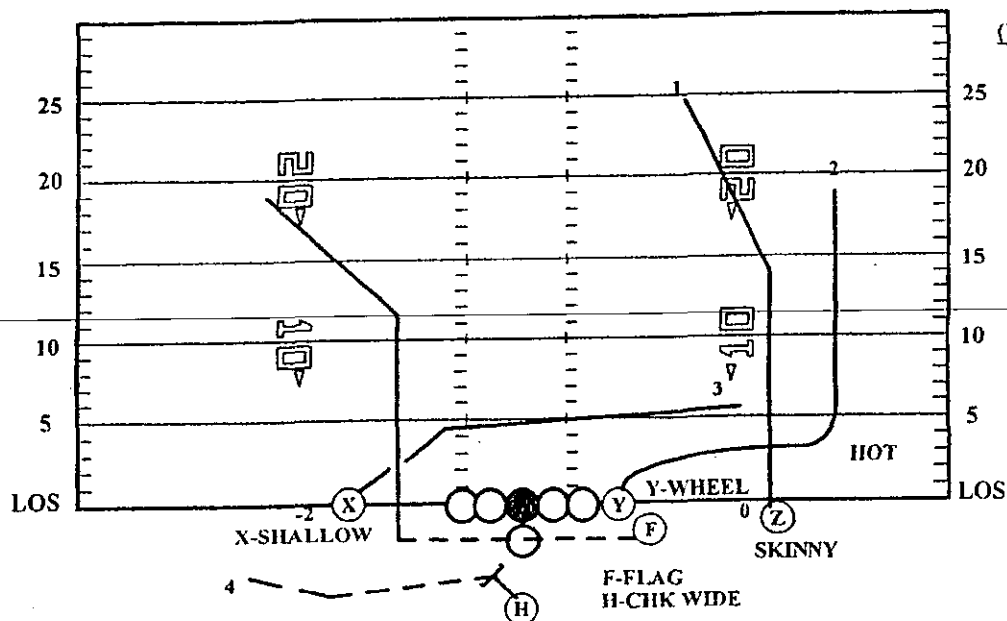
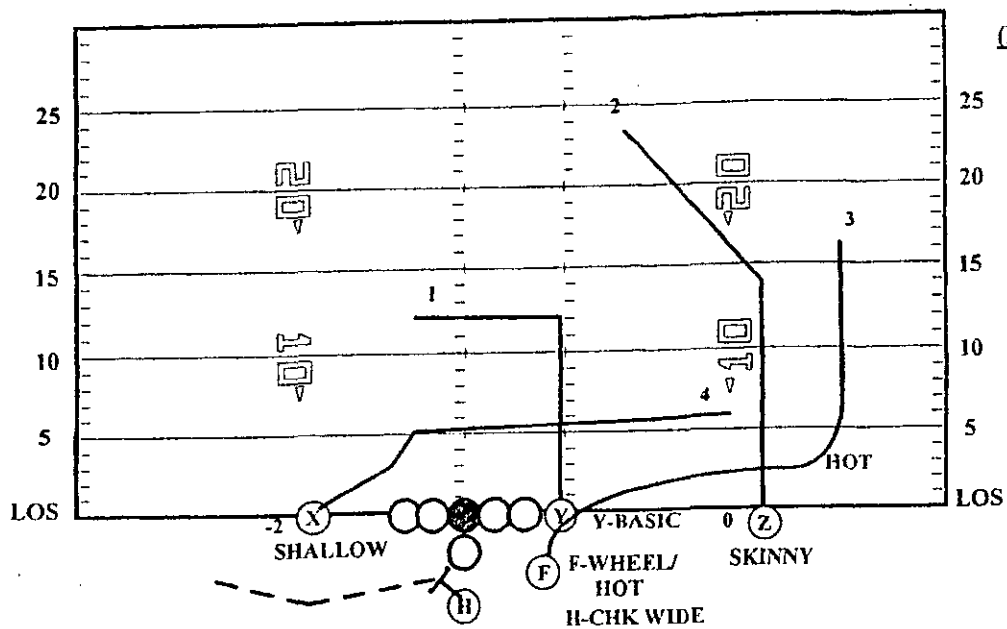
T

Block Man On. Uncovered Block Down.  
Alert Tag Calls.

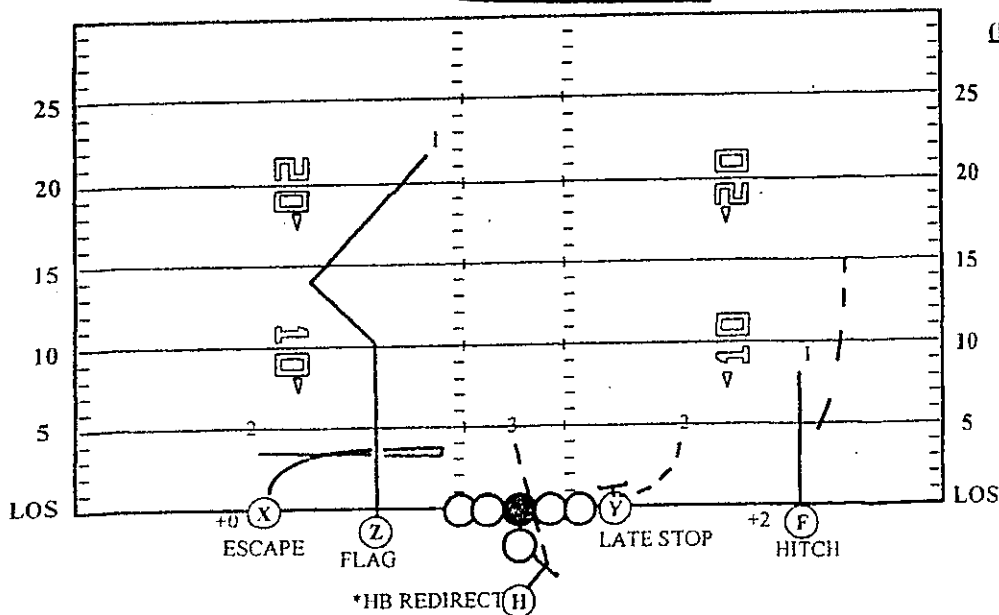
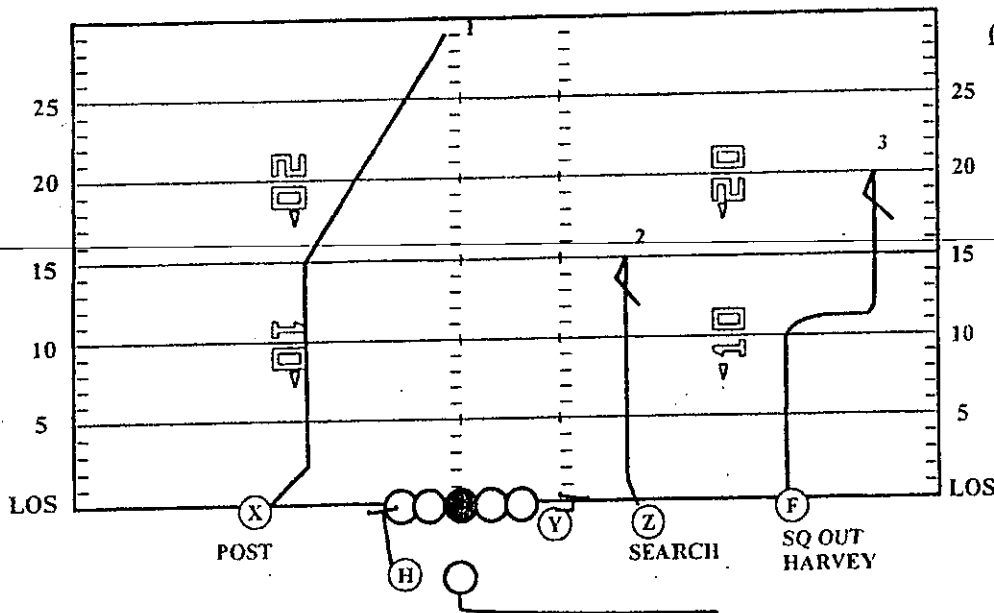
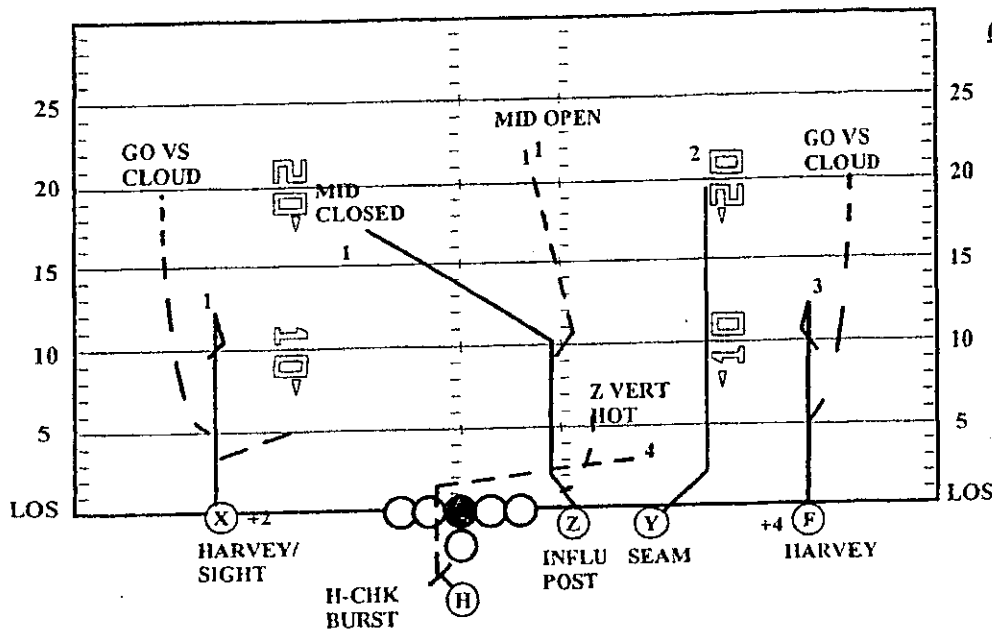






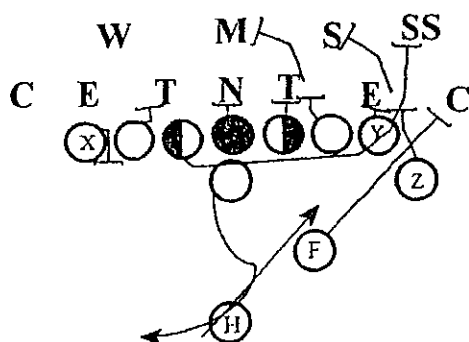


# FRINGE PASSES



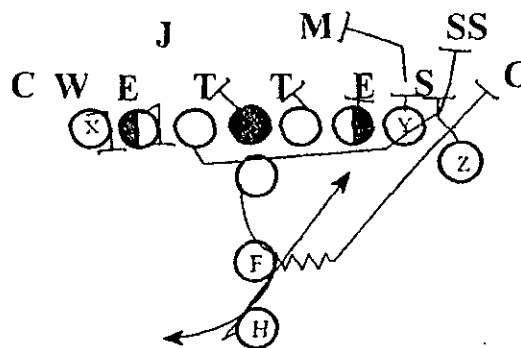
# RUN: JAB 36 LOAD POWER

**53**



"DIAMOND" "QUAD" "DEUCE" "CLIP"

**62**



"EVEN" "QUAD"

## DESCRIPTION:

STRONG SIDE SEPARATION PLAY, RUN IT OFF THE DBL. TEAM.

## FORMATION:

**Q**

JAB STEPS - REVERSE OUT SKIP STEP TECH. STAY THIN ALLOW BACK A GAP CUT.

**F**

BLOCK 1ST DEFENDER OUTSIDE OF QUAD BLOCK ON LOS.

**H**

DROP STEP, SET TRACK AT OUTSIDE LEG OF TACKLE.

## BACKSIDE

PULL AND BLOCK ADJUSTER OR 1ST COLOR, MAKE IT RIGHT.

ALERT CLIP, CAT, BLOCK END.

ALERT MAN CUT OFF.

## FRONTSIDE

**C**

COVERED = STICK, UNCOVERED = BACK.

**G**

ALERT DEUCE OR INSIDE GAP. SEE RUN THRU.

**T**

ALERT DEUCE OR MAN ON, POSS. TREY.

**Y**

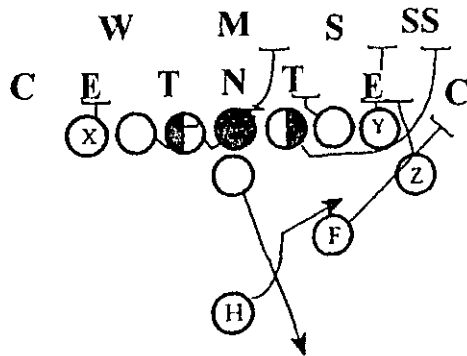
ALERT QUAD, POSS. TREY, SEE RUN THRU.

**X/Z**

ALERT QUAD, TREY

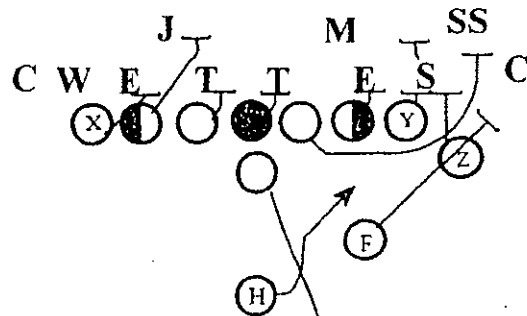
# RUN: RIDE 38(39) BOSS

53



"DIAMOND" "CUB" "AB" "TAG" ALERT CLIFF "TEAM"

62



"C" "EVEN" "TEAM"

## DESCRIPTION:

Bounce Play Strong. Pulling Playside Guard, with Lead Back blocking Playside 2nd Force.

Q

Ride mesh point, push ball deep to back.

F

Block 1st Force. Kick out or Log.

## FORMATION:

H

Open, Crossover, Downhill circle defense. Read Pulling ONG Block on EMOL (Force) . And FB's Block.

## BACKSIDE

Covered - Cutoff.  
Uncovered - Alert A, B, AB, DUMBO

Block Inside Gap.  
Vs. 62 Goal Line WORK TO Backside LB'ER,  
"Gone" call, DUMBO..

Cutoff - Alert C, Alert "Gone", DUMBO

## FRONTSIDE

C

Covered - Block Man. Alert Cliff, A & AB  
Uncovered - Fill for ONG.

G

Pull & Block 2nd Force.  
Alert Run Thru.

T

Block Man On. Uncovered Block Down.  
Alert Tag Calls..

Y

Block Man On. Alert Team.

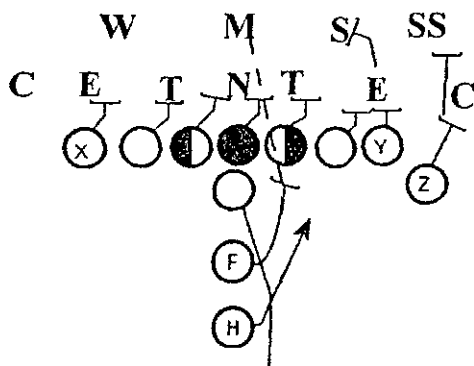
X/Z

Block Man On or Inside. Alert Team call.



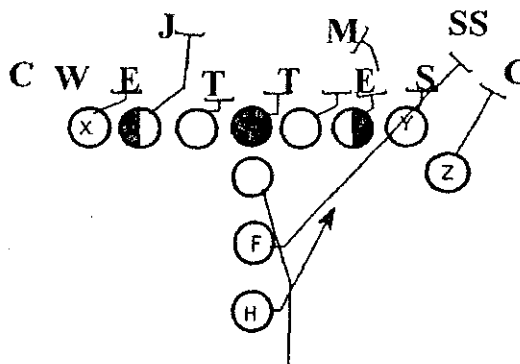
# RUN: SLASH 36 / 37 SLIP

53



"SCOOP" "GAP AB"

62



"SLIP" "AB"

## DESCRIPTION:

STRONG SIDE ZONE SLIP PLAY , WITH THE FB AS A LEAD BLOCKER , KEEP L.O.S. CLEAR.

**Q**

FRONT OUT 5 O-CLOCK , ( 7:00 ) PUSH BALL DEEP TO HB.

**F**

BLK SUPPORT FROM INSIDE OUT , MIKE TO SS V.S. 62 BLK SS.

**H**

DROP STEP , SET TRACK AT BUTT OF T.E. STRETCH DEFENSE AND KEY E.M.O.L. BLOCK

## BACKSIDE

ALT "AB" "GAP AB" , DUMBO

ALT "AB" "GAP AB" , DUMBO

ALT "GAP AB" CUT OFF , DUMBO

## FRONTSIDE

**C**

ALT "GAP" "GAP AB" "AB"

**G**

ALT "SLIP" "GAP AB"

**T**

ALT "SLIP" "SCOOP"

**Y**

ALT "SCOOP" "SLIP"

**X/Z**

M.D.M EDGE RUSHER AND ADJUSTER.

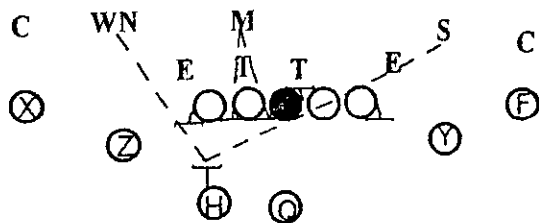
# FRINGE/ RED ZONE

N41UN

FS

SS

PAINT MIKE



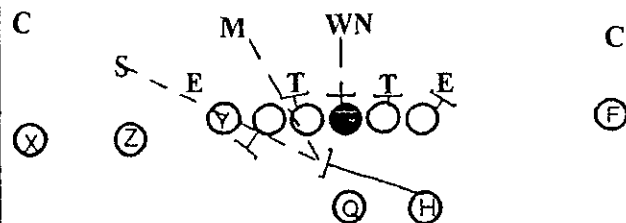
"UNDER" "LION"

N42

SS

FS

PAINT WILL

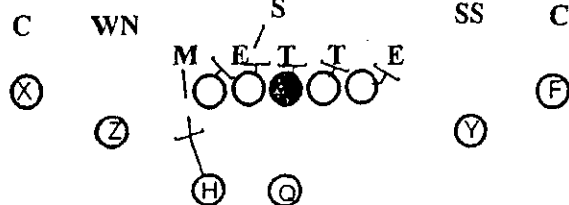


"EVEN" "HOLE"

N41 OV DIAMOND

FS

SS



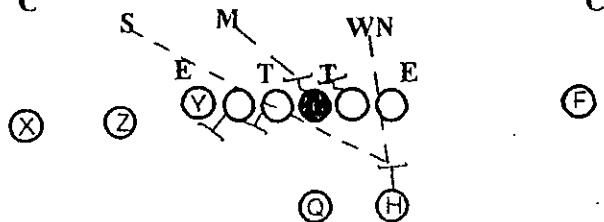
"DIAMOND" "TAMPA" 5.0 BIG GUY

N42 OV

SS

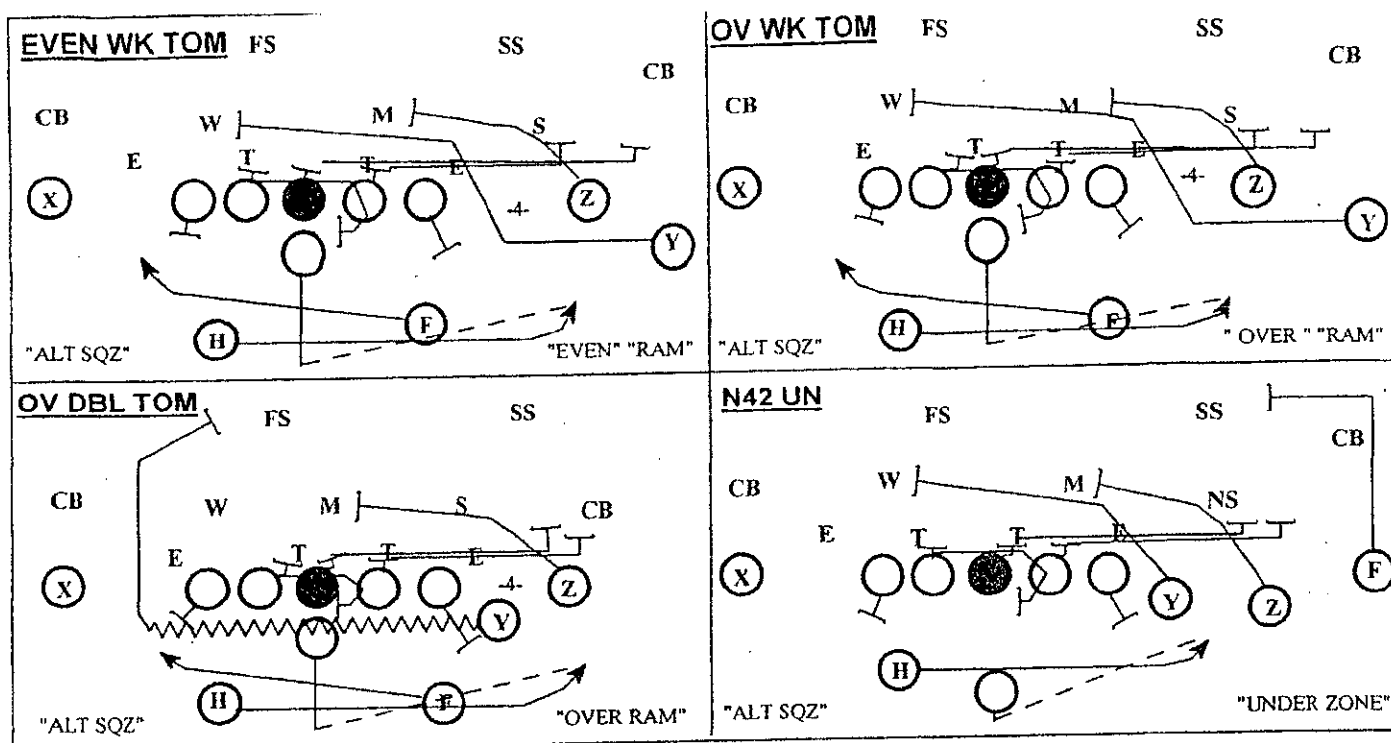
FS

PAINT MIKE



"OVER" "LION"

**SUB**



**DESCRIPTION:**

A misdirection Screen designed to attack Man to Man coverage., this is a 1 1/2 count screen.

NOTE: Swing Screen Protection is a 4 Down and M Protection.

**QB**

Back pedal 5 step drop mechanics - Speed up timing vs. Pressure!

**F**

Low altitude Scat Wide.

**H**

Scat Wide.

**BACKSIDE**

Block Mike Pro, alert Ram/Lion, Zone, Squeeze and Hole, you are the Rat Killer.

Block Mike Pro, Alert Squeeze vs. any threat A or B Gap.

Cutoff near Safety.

**CALLSIDE**

**C**

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

**G**

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

**T**

Overset DE, you are stick.

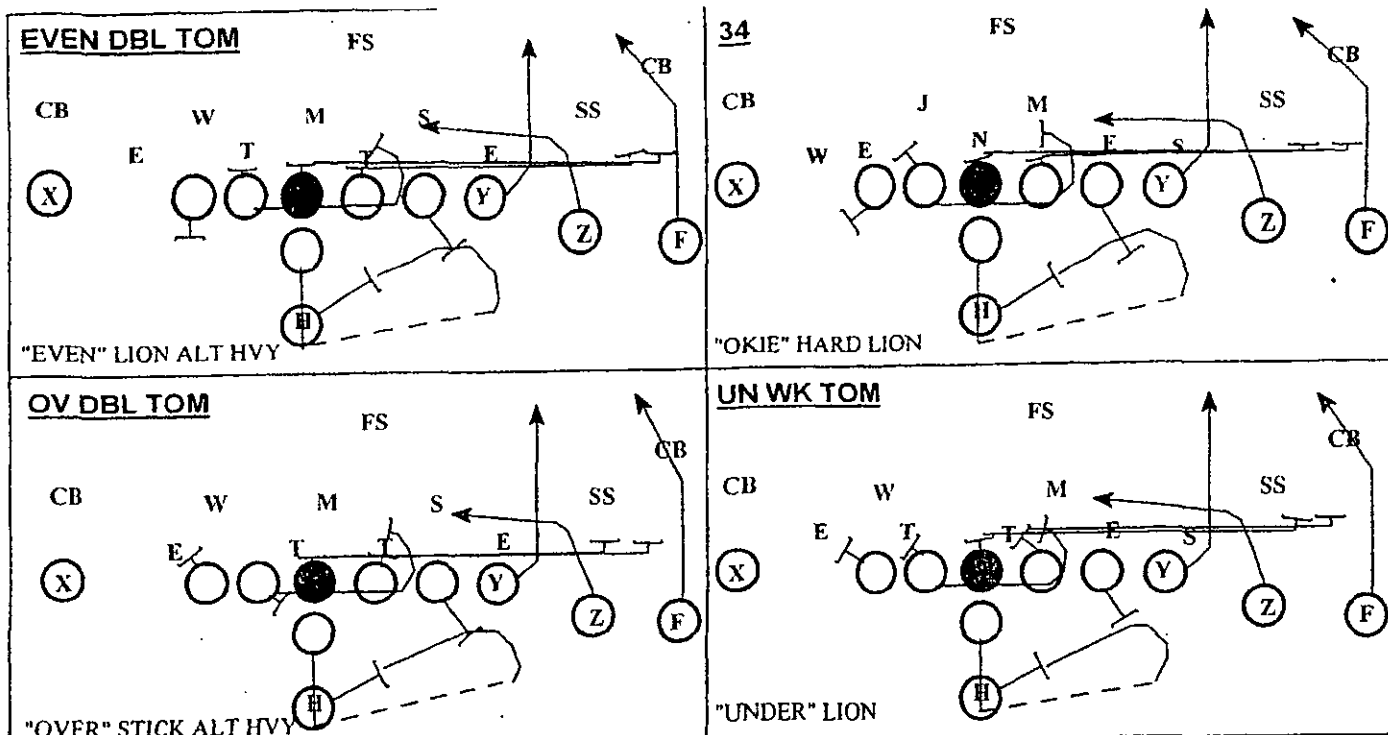
**Y**

Eliminate Shallow Cross, Block the Will on second count.

**Z**

inf. sam and block hook area defender.





<p><b>DESCRIPTION:</b></p> <p>This is a dropback 3 Count Screen Strong Side off of our 52 (53) Protection.</p>	<p><b>QB</b></p>	<p>Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.</p>
	<p><b>F</b></p>	
	<p><b>H</b></p>	<p>Check M/S , never go back for Mike 3 count release on the inside hip of the guard, Alert Heavy.</p>

## BACKSIDE

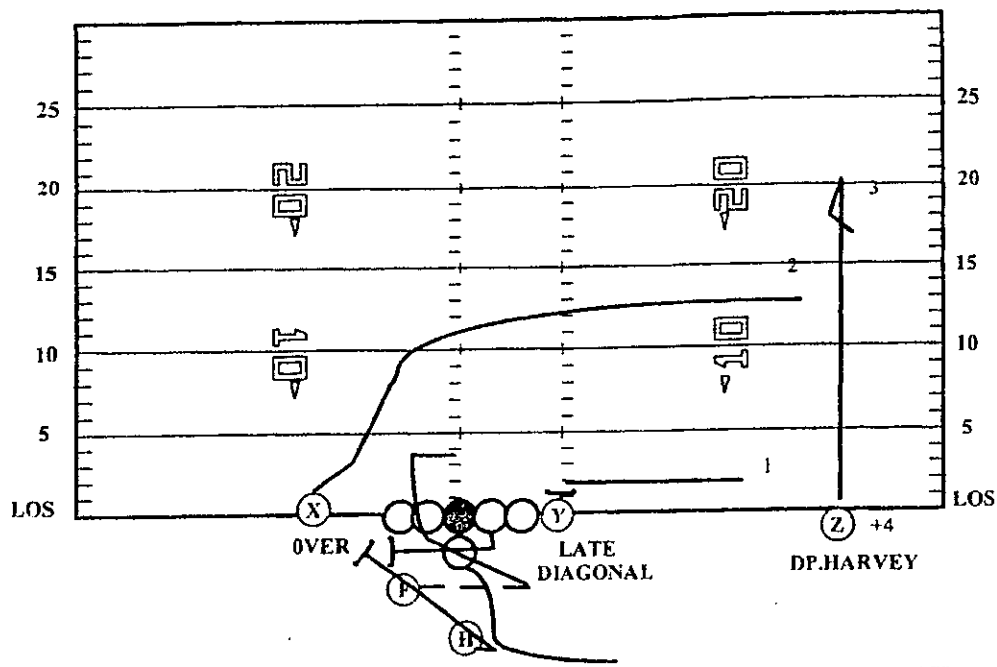
## CALLSIDE

<p>Block 52/53 Pro only if WLB is a threat, you are a Rat Killer.</p> <p>Block Protection called.</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p>	<p>Set 52/53 Pro, only Ram/Lion if needed, block 1st Out 2nd Out rules.</p> <p>Set 52/53 Pro, Alert Heavy, block 1st Out 2nd Out rules.</p> <p>Block Pro called, overset DE, you are Stick.</p> <p>Run basic cross, block assigned defender.</p>
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500'S

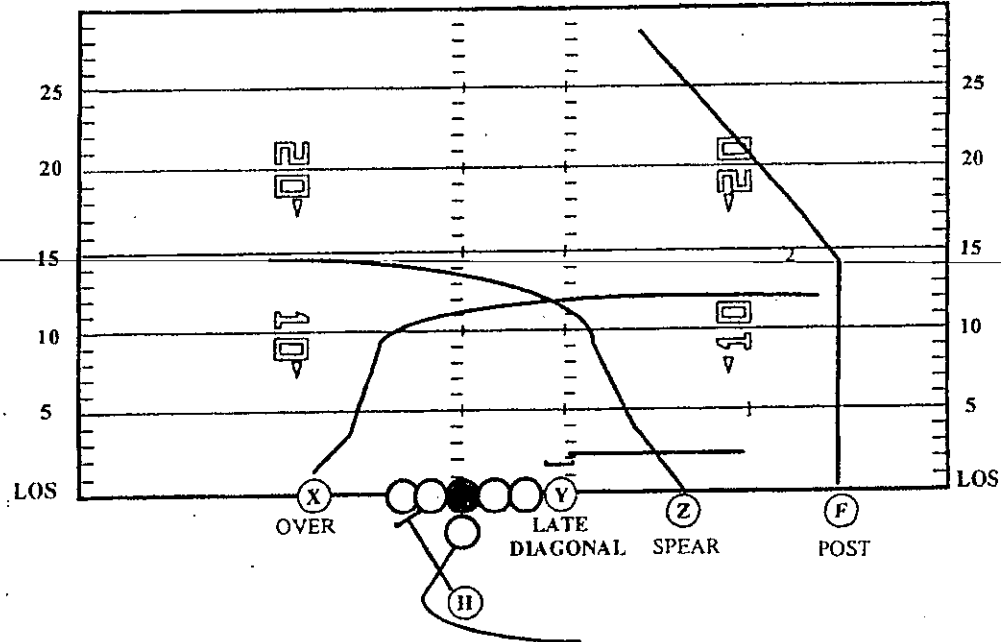


# NAKEDS CONT.



(R/D) 0 WK FAT

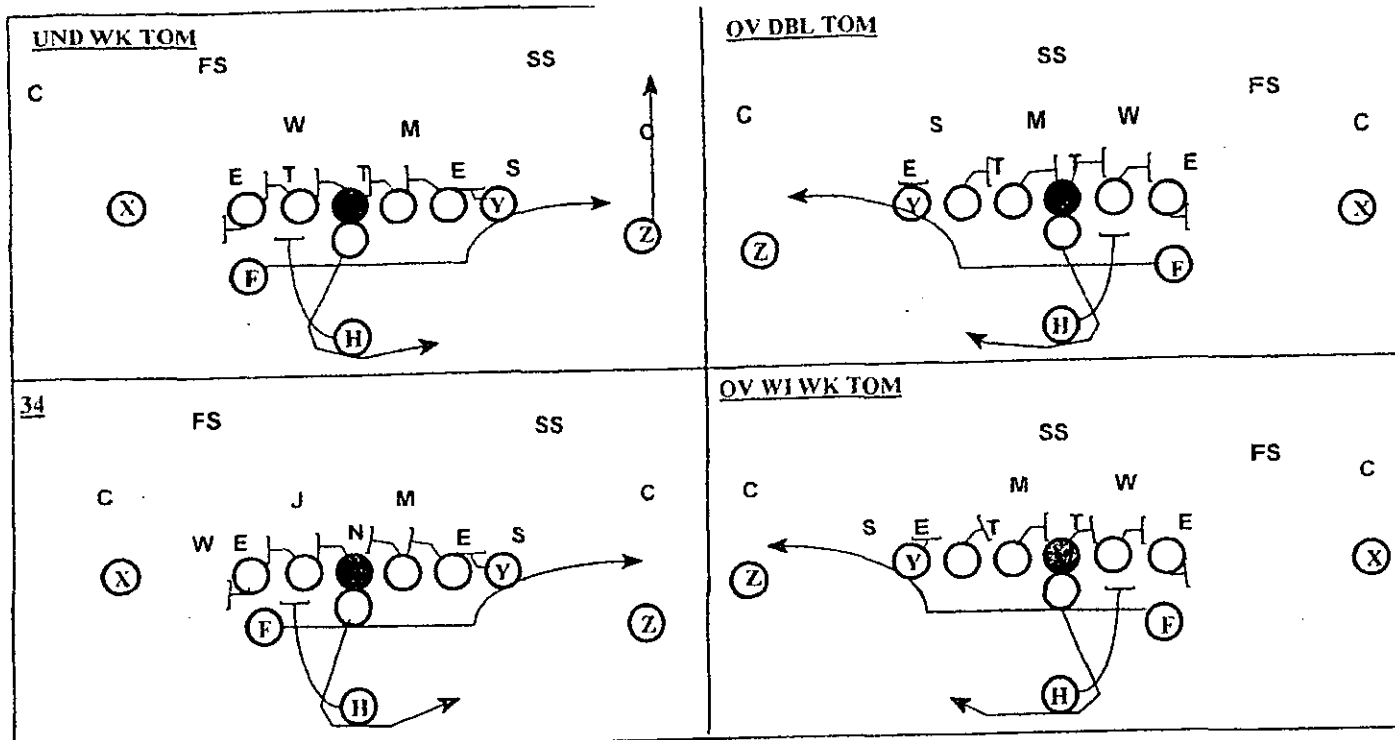
JAB 335 COUNTER  
NAKED RT



(H/D) 0 OUT

RIDE 335  
NAKED RT





**DESCRIPTION:**

A BOOT PLAY ACTION OFF OF OUR RIDE 35 BASE SCHEME.

**QB**

RIDE FOOTWORK, EXTEND BALL TO HB. GAIN DEPTH AFTER MESH (PRE SNAP SLB).

**F**

BEST RELEASE TO STRONG SIDE FLAT.

**H**

CARRY OUT PLAY FAKE

**CALLSIDE**

**PLAYSIDE**

BLOCK THRU A GAP TO B GAP.

BLOCK THRU B GAP TO C GAP.

SHORT PULL AND BLOCK D GAP.

**C**

**G**

**T**

**Y**

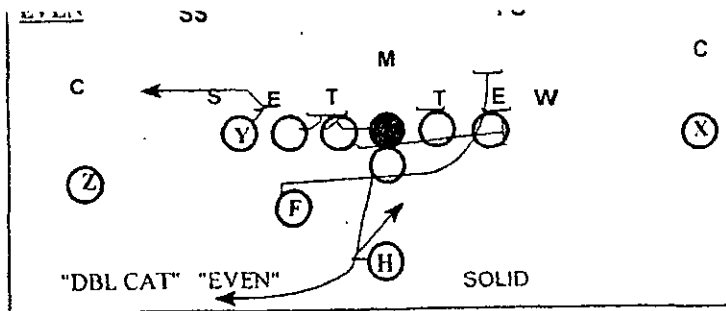
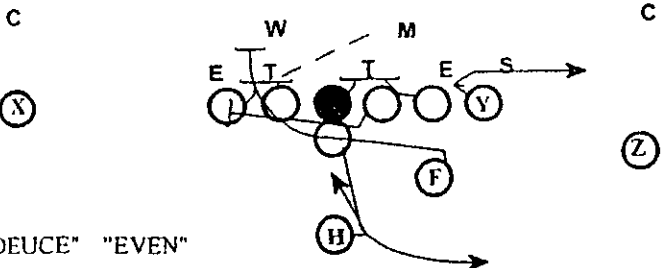
**X/Z**

COVERED: BLOCK A GAP, GIVE 3-TECH HAND PRESENCE  
UNCOVERED: BLOCK THRU A GAP TO CALLSIDE A GAP..

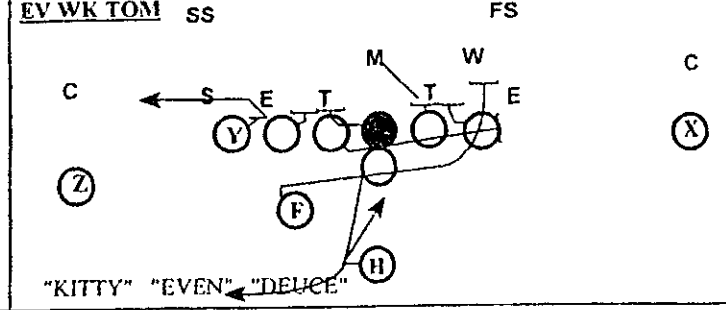
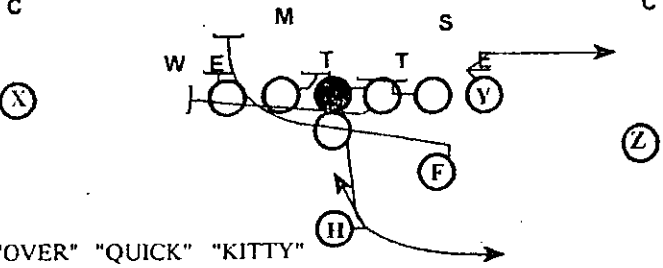
BLOCK THRU B GAP TO A GAP.

OG BUBBLE: BLOCK DOWN, NO 2 GUY RULE.  
OT BUBBLE: BLOCK ON 9-TECH = BLOCK DOWN.

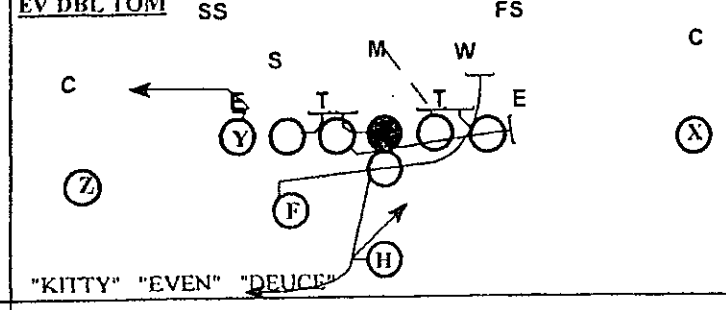
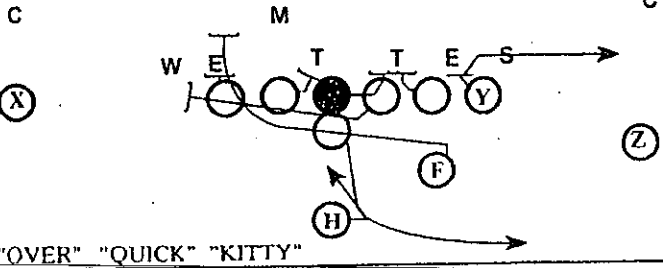
**STRONG**

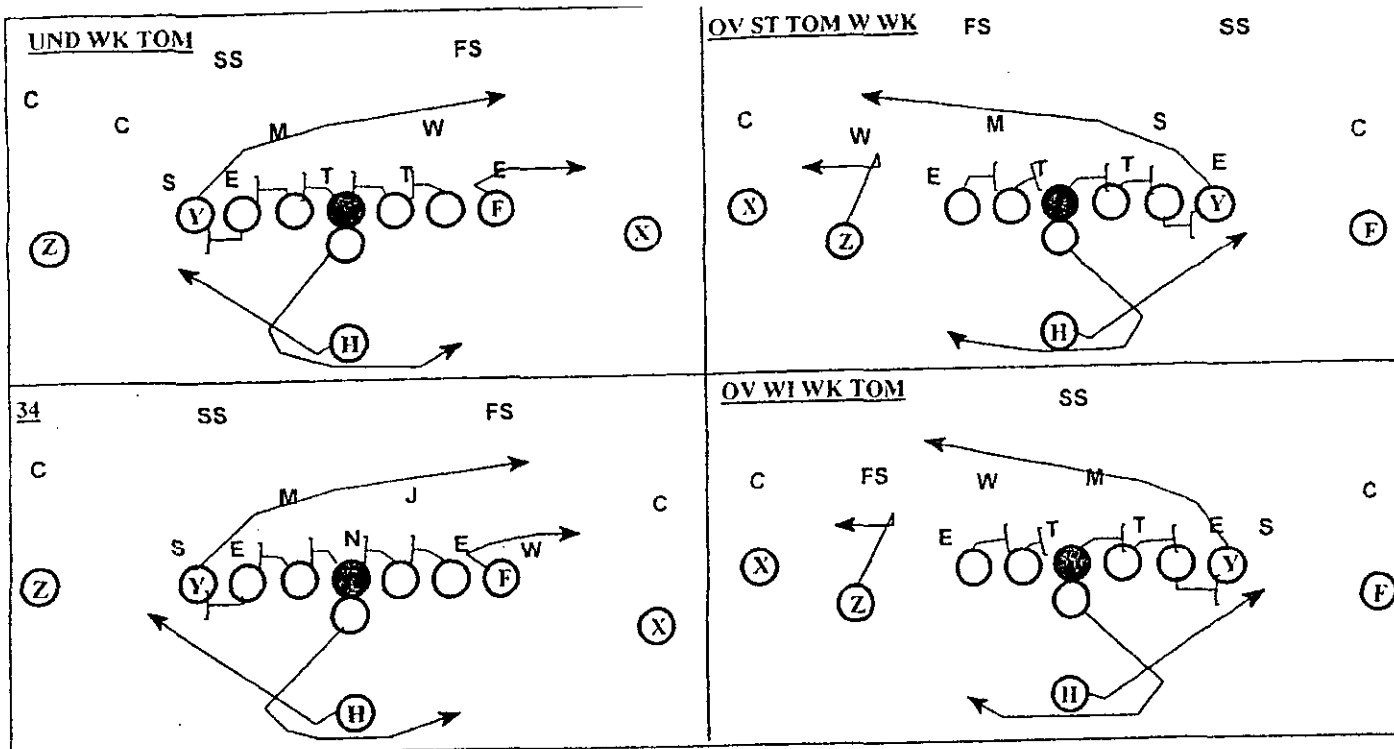


**VST TOM**



**VER**





**DESCRIPTION:**

A Naked play action of our Sprint run series.

**QB**

Sprint footwork, extend ball to HB, gain depth after mesh and snap head around. (Pre snap SLB).

**F**

Slam, Diagonal.

**H**

Carry out play fake.

**CALLSIDE**

**PLAYSIDE**

Block thru A Gap to B Gap.

**C**

Block thru B Gap to C Gap.

**G**

Covered: Block thru A Gap to callside A Gap.  
Uncovered: Block thru A Gap to callside gap.

Short pull and Block D Gap.

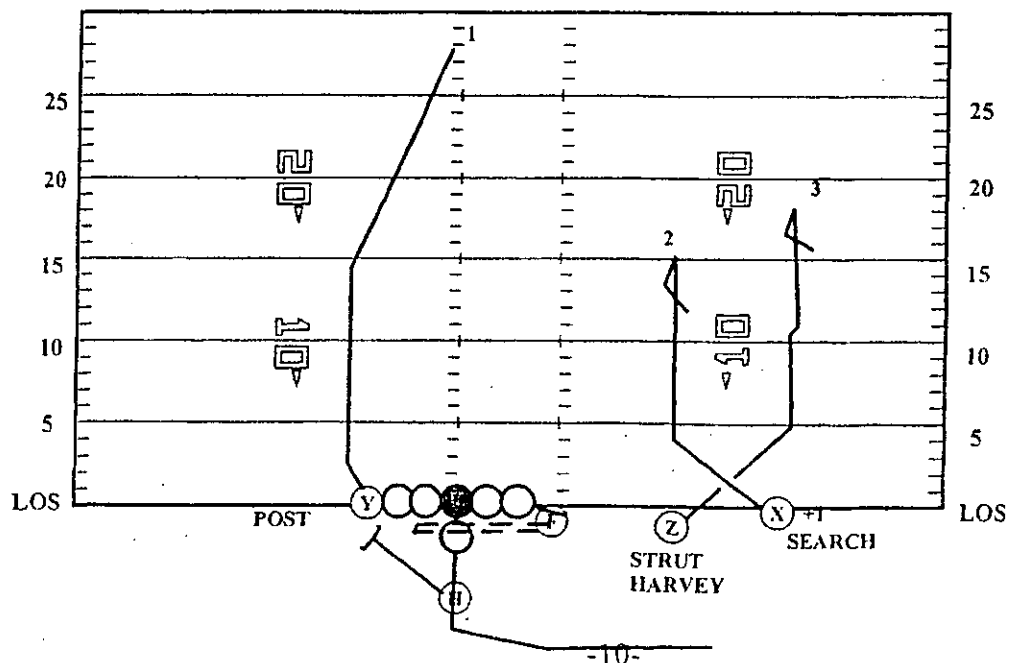
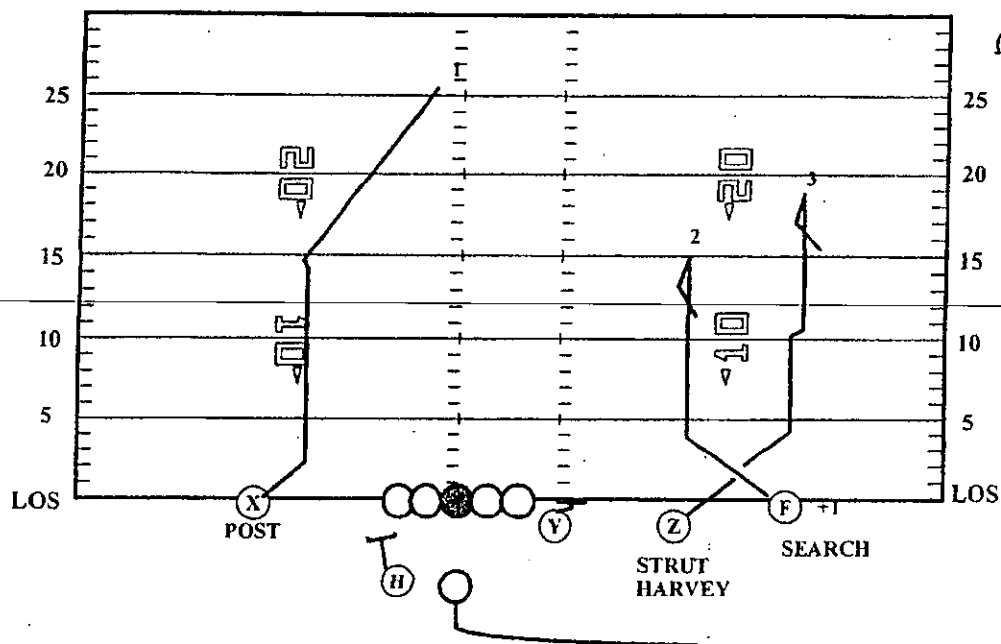
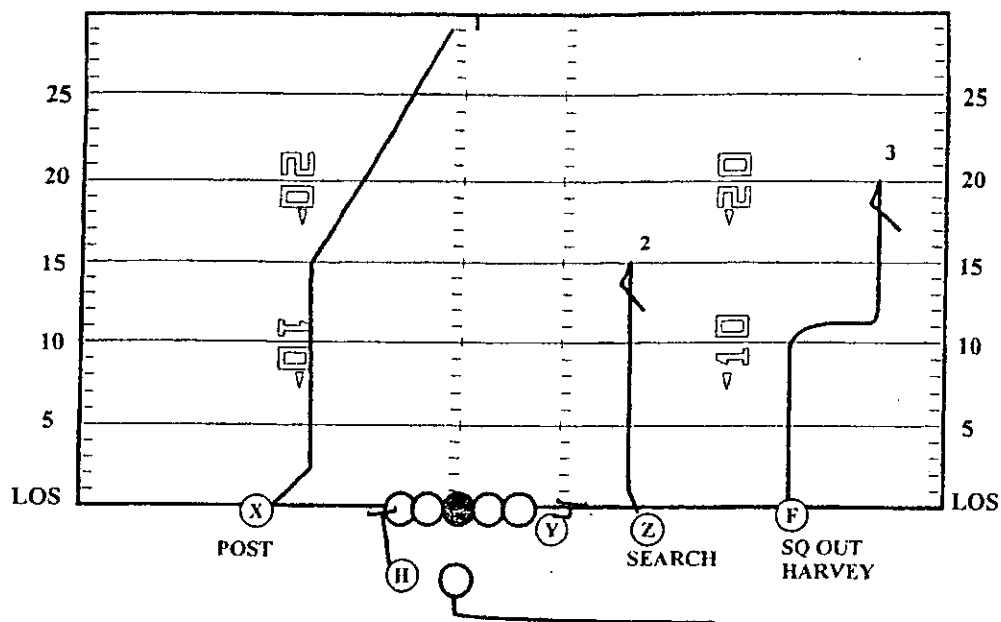
**T**

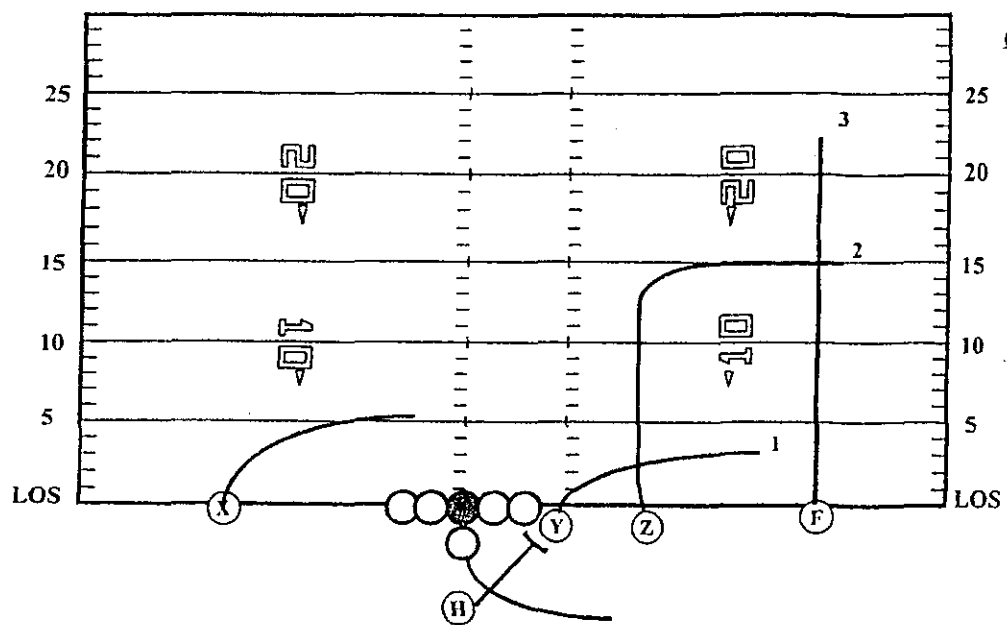
Block thru B Gap to A Gap.

Run designated route over or late.

**Y**

Run the Over Route no deeper than 12.





(HALF)-TRIPS RT

-218 Z SAIL

<p><u>N31</u></p> <p>SS FS</p> <p>C SD M WN C</p>	<p><u>N42</u></p> <p>FS SS</p> <p>C W C</p>
<p><u>N32</u></p> <p>SS FS</p> <p>C SD M J W E C</p>	<p><u>N42OV PT</u></p> <p>FS SS</p> <p>C W SN C</p>
<p></p>	<p><u>N41 OV DIA PT</u></p> <p>FS</p> <p>C M SS C</p>
<p></p>	<p></p>
<p></p>	<p></p>

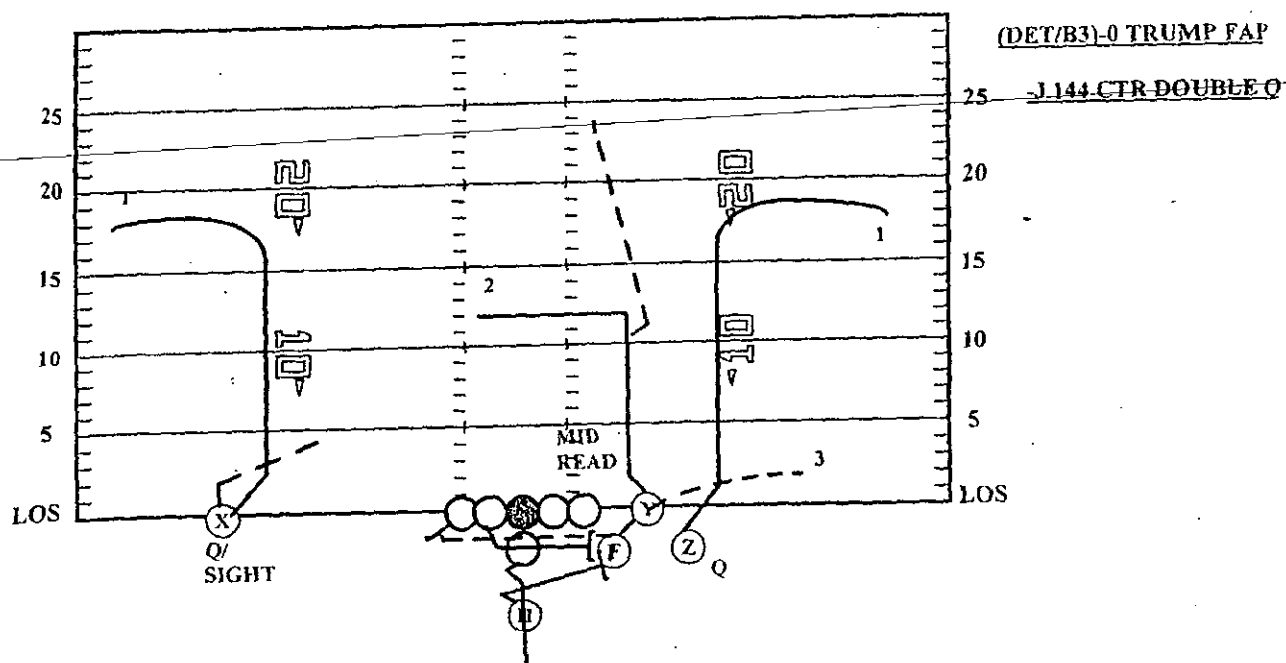
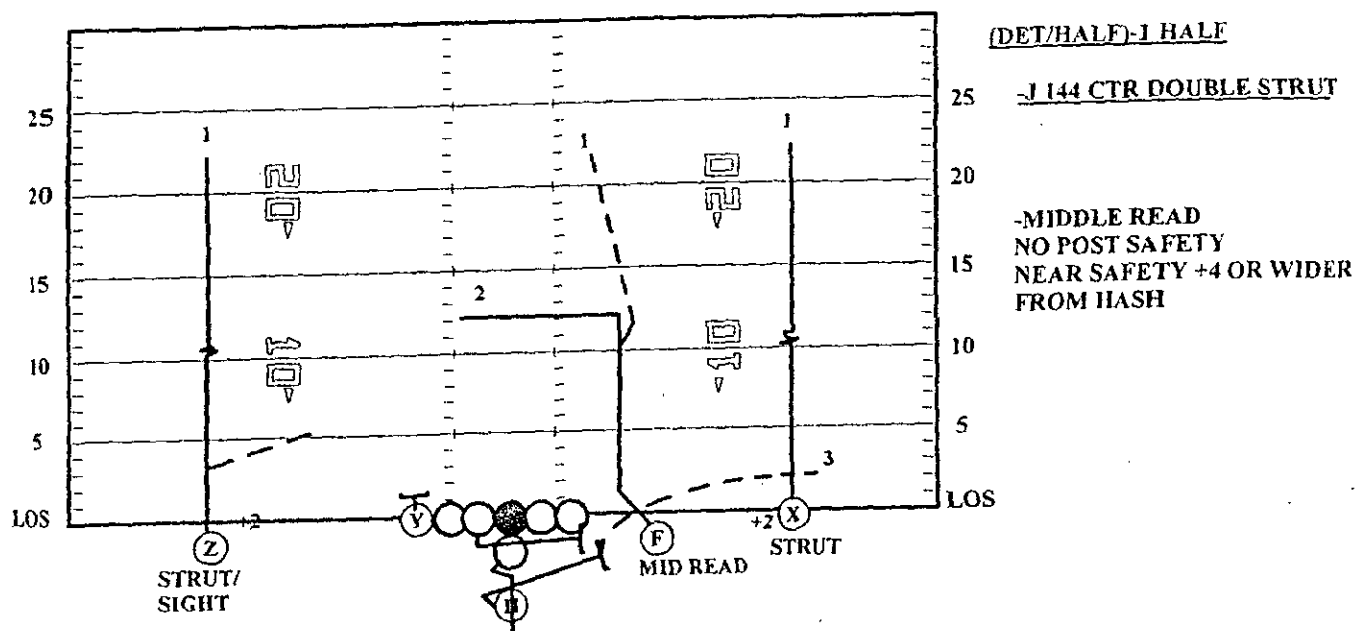


	<p>FS SS</p> <p>C C</p> <p>W</p> <p>E T T E M SN</p> <p>(X) (H) (Z) (F)</p>
	<p><u>N42OV PT</u></p> <p>FS SS</p> <p>C C</p> <p>W</p> <p>E T T M E SN</p> <p>(X) (H) (Z) (F)</p>
	<p><u>N41 OV DIA PT</u></p> <p>FS</p> <p>C</p> <p>M</p> <p>W E T T S E SN C</p> <p>(X) (H) (Z) (F)</p>
	<p><u>D41</u></p> <p>FS SS</p> <p>C C</p> <p>WN M</p> <p>E T T E SD</p> <p>(X) (H) (Z) (F)</p>
	<p><u>N32</u></p> <p>FS SS</p> <p>C C</p> <p>W J M SD</p> <p>E T E Y</p> <p>(X) (H) (Z) (F)</p>

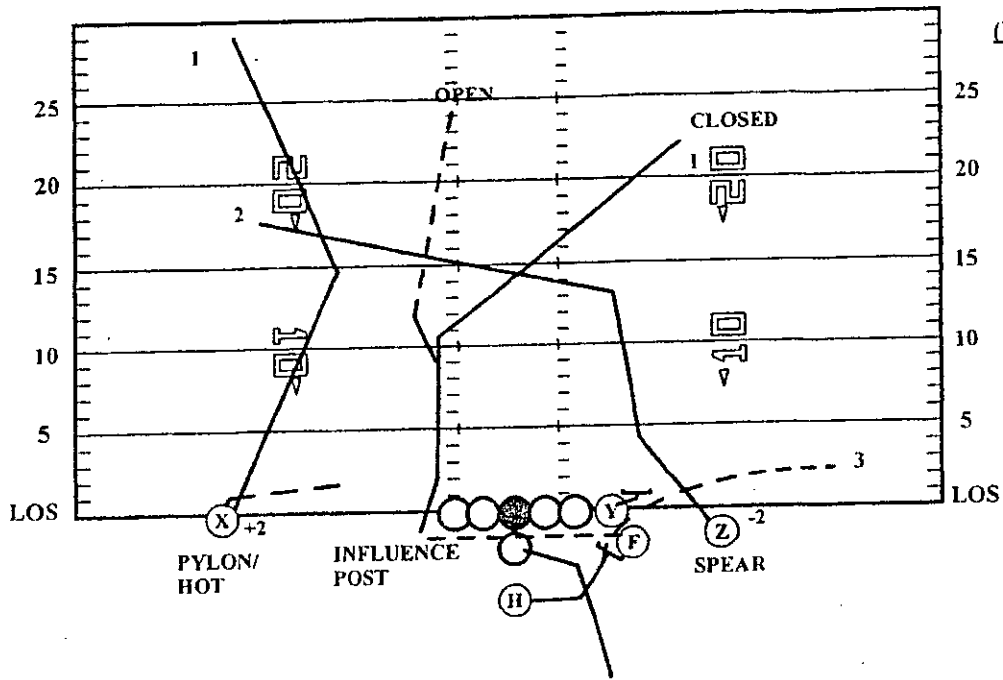
<p>SS</p> <p>FS</p> <p>W</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>EV WK TOM</p>	<p>SS</p> <p>FS</p> <p>W</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>EV WK TOM</p>	<p>SS</p> <p>FS</p> <p>M</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>S</p> <p>SS</p> <p>N42 OV</p>	<p>SS</p> <p>FS</p> <p>J</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>N32</p>		
<p>SS</p> <p>FS</p> <p>W</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>EV WK TOM</p>	<p>SS</p> <p>FS</p> <p>W</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>EV WK TOM</p>	<p>SS</p> <p>FS</p> <p>M</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>S</p> <p>SS</p> <p>N42 OV</p>	<p>SS</p> <p>FS</p> <p>J</p> <p>C</p> <p>C</p> <p>X</p> <p>F</p> <p>H</p> <p>Y</p> <p>E</p> <p>T</p> <p>M</p> <p>SS</p> <p>N32</p>		

200'S

# JAB 144 COUNTER



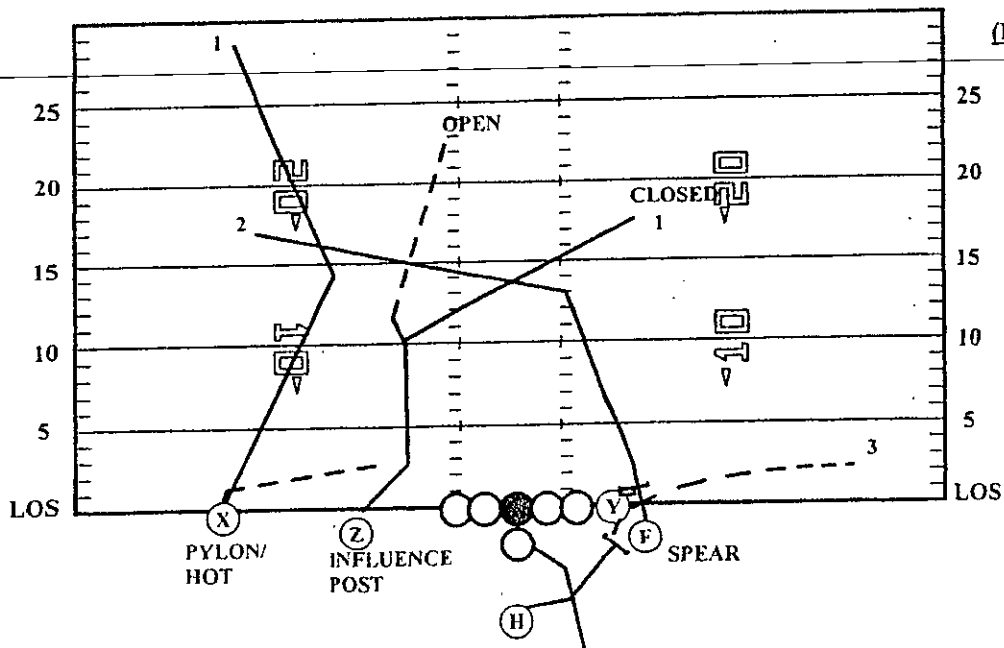
# SPRINT 138 BOOK IT



(DET/REG/HALF)-0 FLOOD FAC

-SPRINT 138 BOOK IT  
X PYLON

**-NO REDIRECT IN BOOK  
IT PROTECTION**



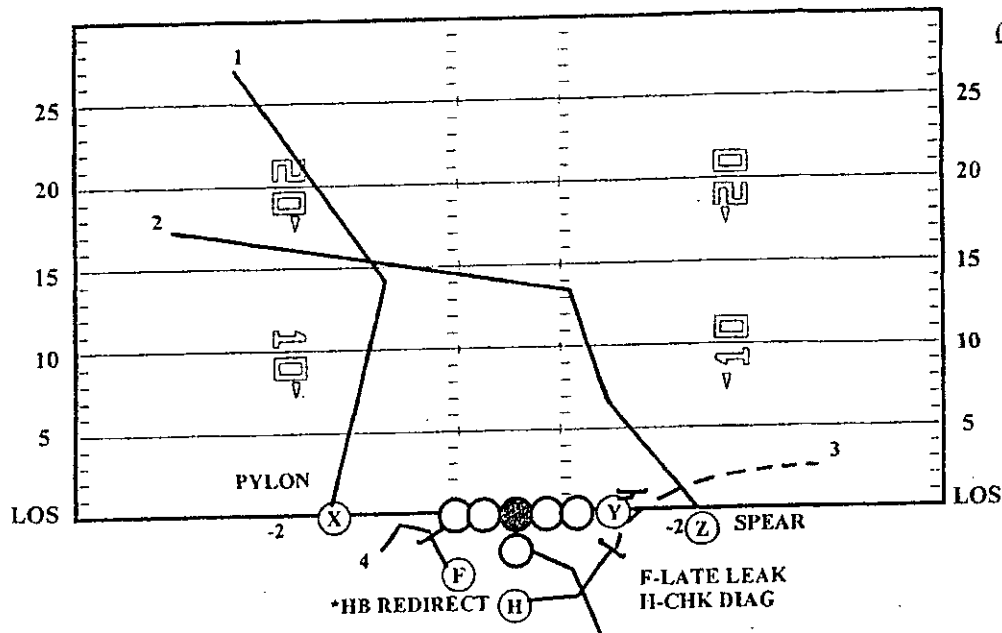
(REG/DET/HALF)-0 FLOOD SLOT

-SPRINT 138 BOOK IT  
X PYLON

**-QB/HB GREAT FAKE**

**NO REDIRECT IN BOOK  
IT PROTECTION**

## SPRINT 138 SELL IT/BOOK IT



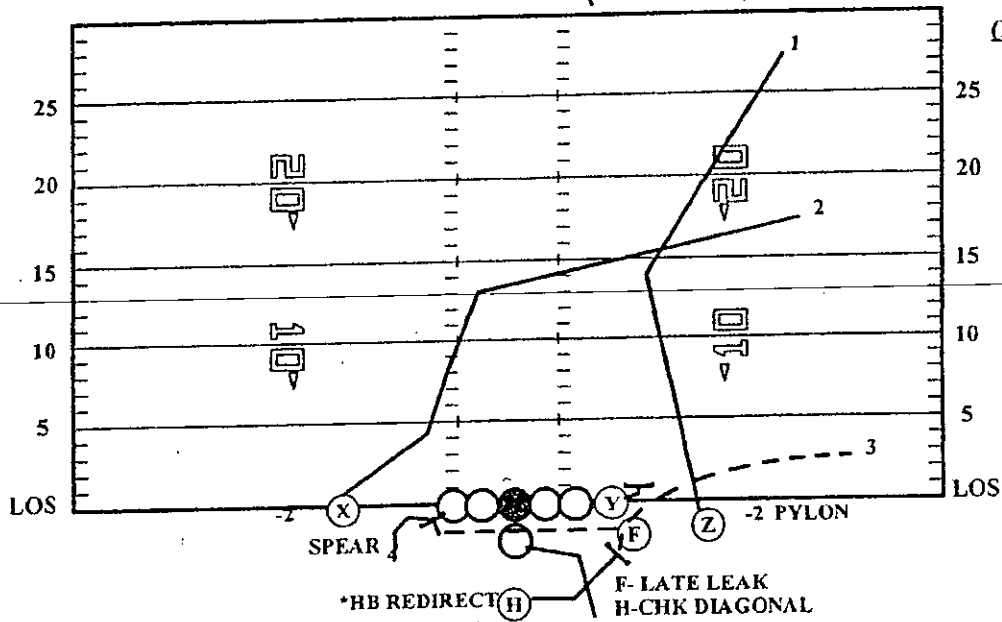
(REG/DET)-0 WEAK

-SPRINT 138 SELL IT  
X PYLON

**-H/F- PROTECT 1ST  
II ALERT SWOOP**

**X BACK PYLON AIMING  
POINT**

QB/HB GREAT FAKE



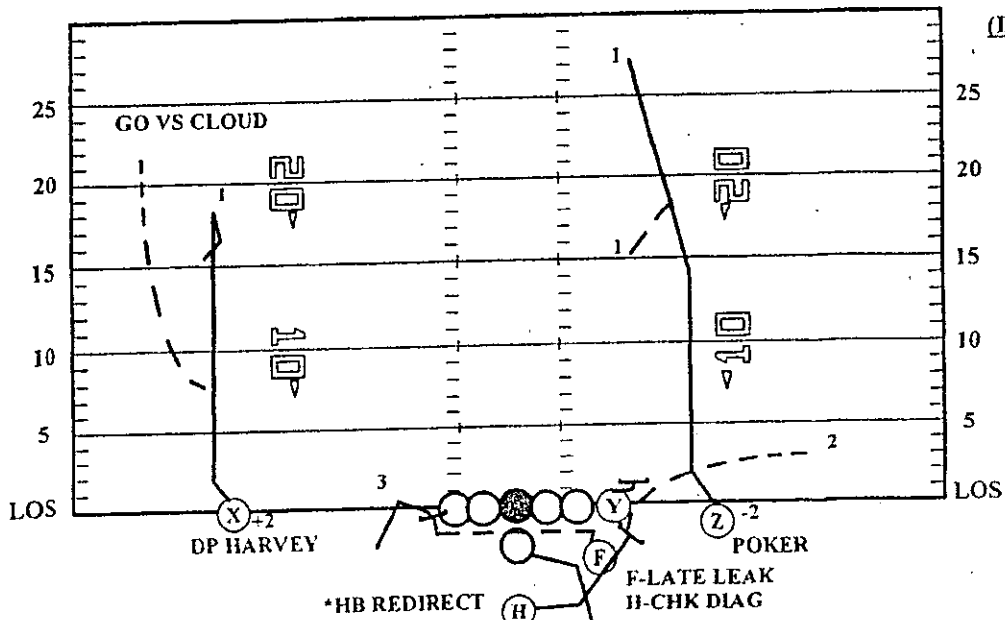
(REG/DET)-0 FLOOD FAP

-SPRINT 138 SELL IT  
Z PYLON

**QB/HIB GREAT FAKE**

**-F/Y PROTECT 1ST**

### Z BACK PYLON AIMING POINT



(DET)-0 STRONG FAX

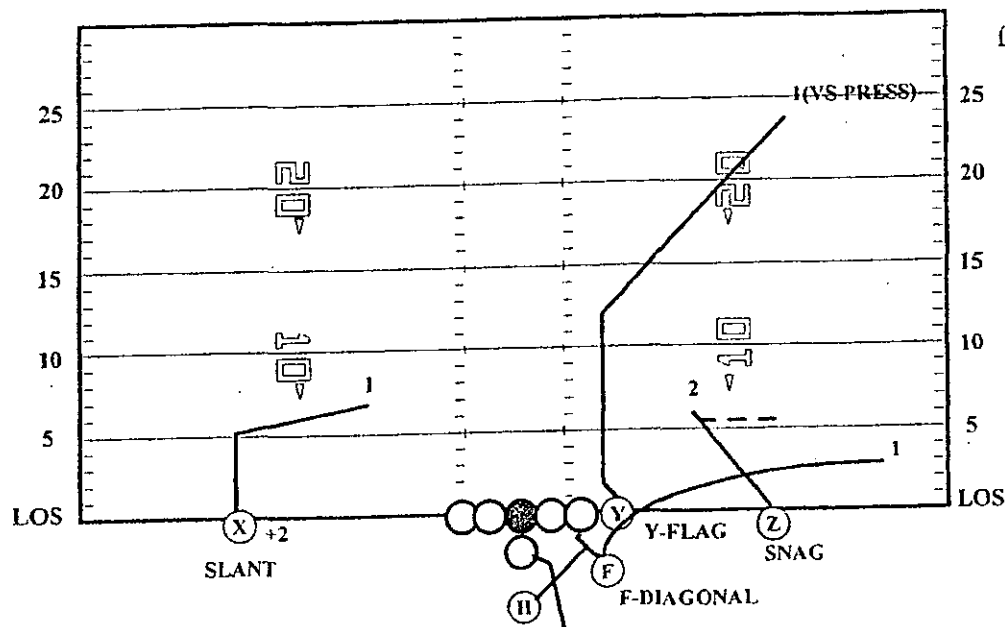
-SPRINT 138 SELL IT  
Z POKER

-QB/HB GREAT FAKE

H/F- PROTECT 1ST

**POKER- READ  
NEAR/POST SAFETY**

# K 136

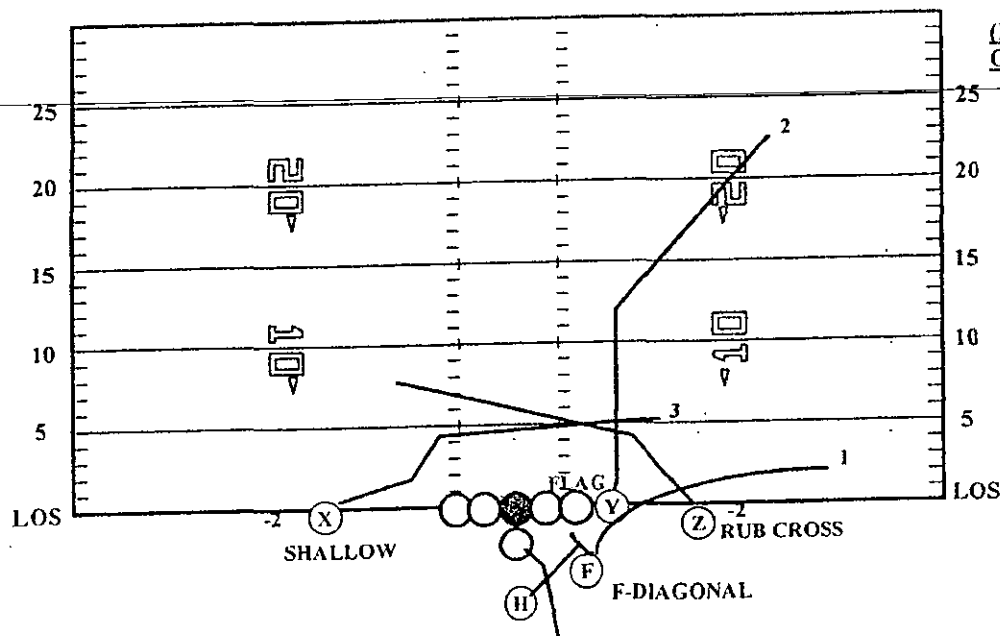


(REG/DET)-0 STRONG

-K 136 Z SNAG

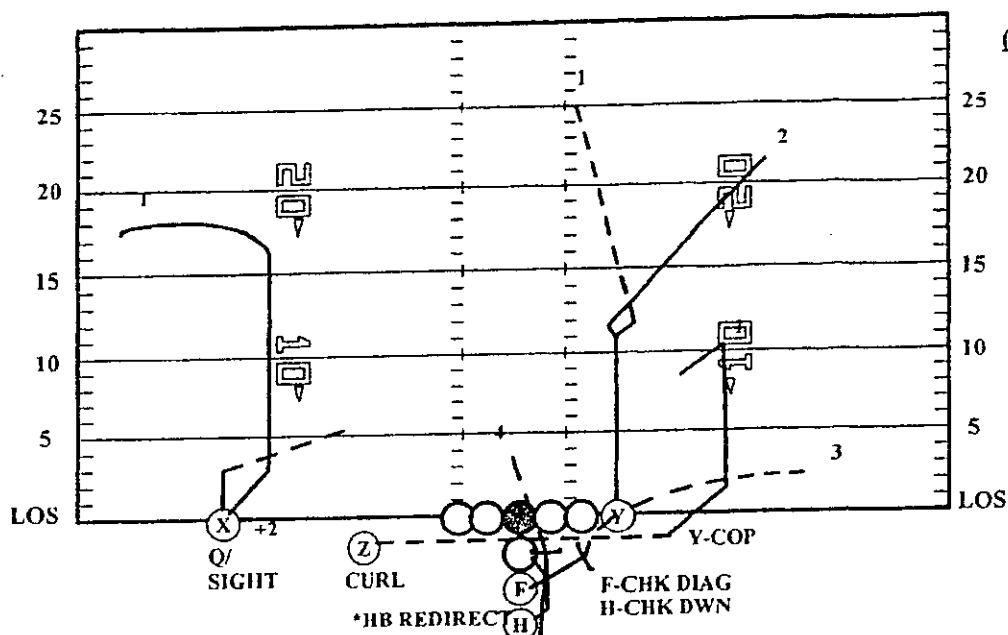
-Y INSIDE RELEASE

SNAG-  
LOOK FOR RUB VS MAN  
SIT IN ZONE INSIDE 1ST  
FLAT DEFENDER



(REG/DET/TEX)-0 STRONG  
CLOSE

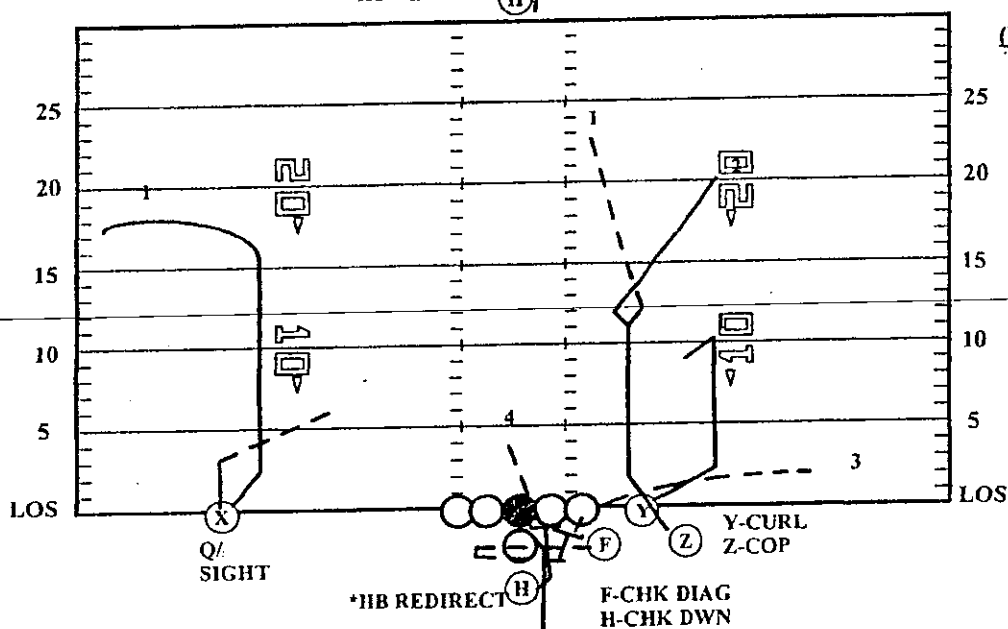
-K 136 Y RAZOR



(REG/DET/B3)-0 SLOT ZAC

-RIDE 134 Y COP

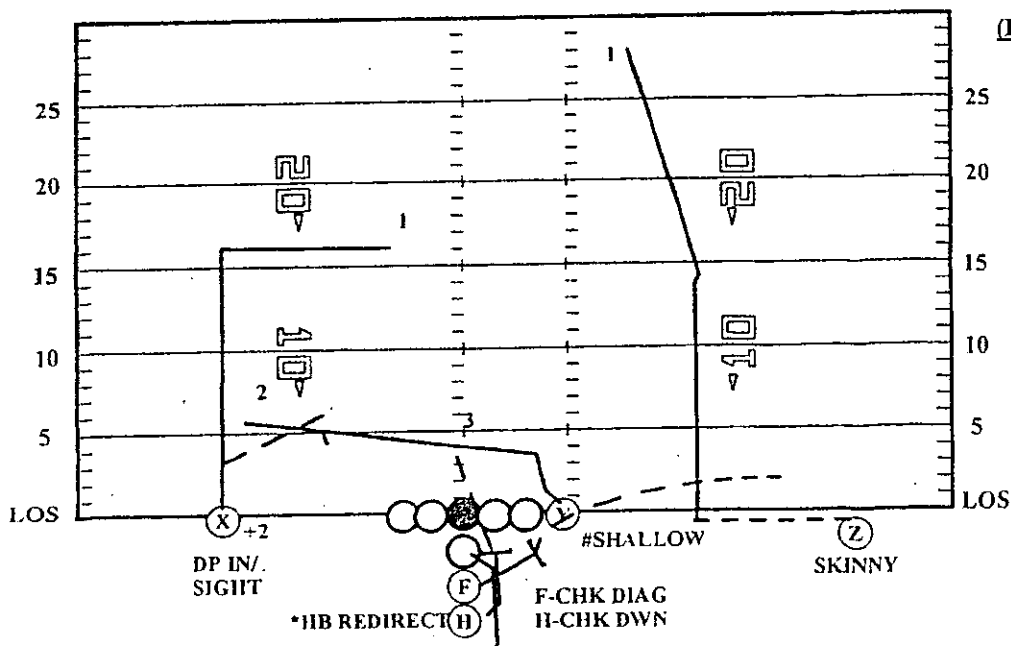
-MIDDLE OPEN:  
NO POST SAFETY  
NEAR SAFETY +4 OR  
WIDER FROM HASH



(REG/DET/B3)-0 TRUMP FIG

-RIDE 134 Z COP

-MIDDLE OPEN:  
NO POST SAFETY  
NEAR SAFETY +4 OR  
WIDER FROM HASH



(REG/DET/B3)-0 ZING

-RIDE 134 EXXON

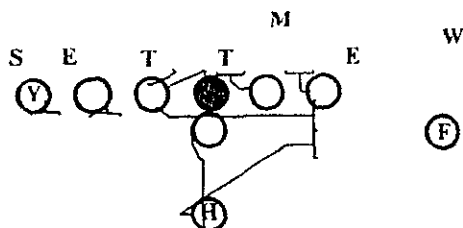
-# SHALLOW  
MAY SIT VS ZONE ONLY  
AFTER HITTING #'S





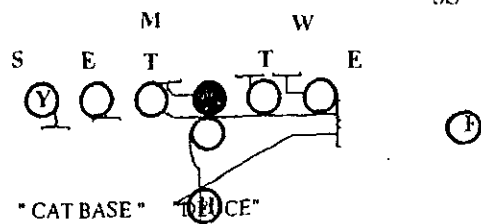


OVER



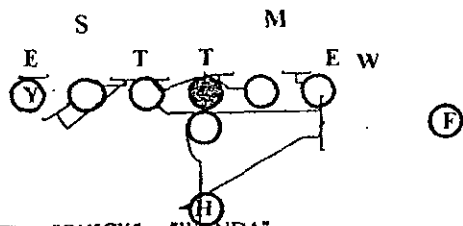
"OVER" "CAT BASE" "QUICK" ALERT WANDA

SS



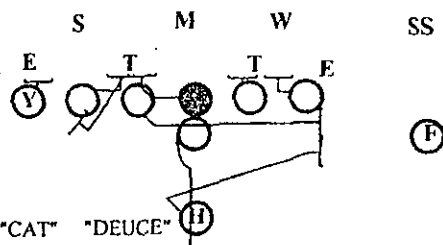
"EVEN" "CAT BASE" "DEUCE"

OVER ST TOM



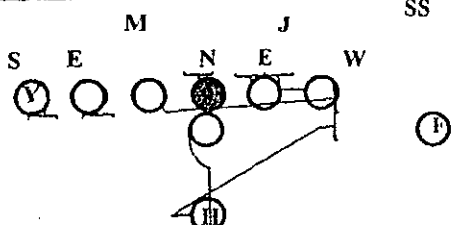
"OVER" "CAT" "QUICK" "WANDA"

EVEN DBL TOM



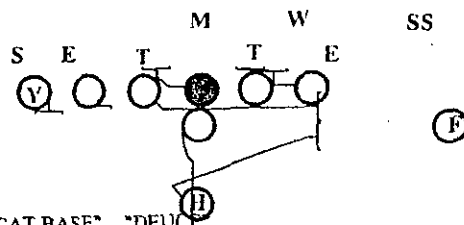
"EVEN" "CAT" "DEUCE"

34 UN WK TOM



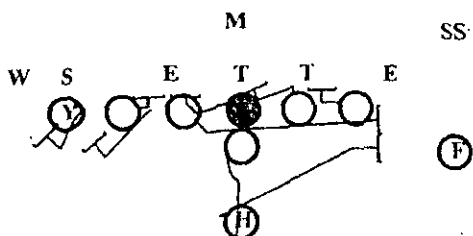
"UNDER" "DEUCE" ALERT DOWN/QUICK, "CAT BASE"

EVEN WK TOM



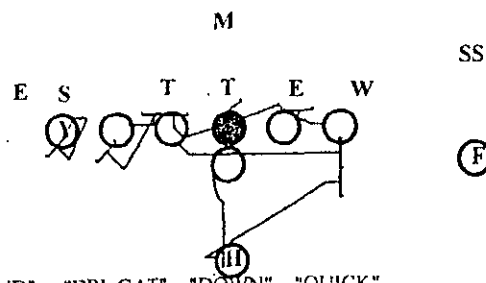
"EVEN" "CAT BASE" "DEUCE"

UN DIAMOND POINT



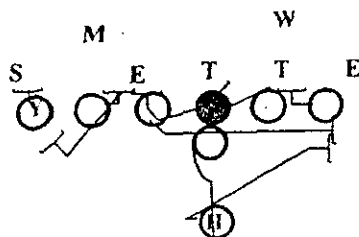
"DIAMOND" "DBL CAT" "DOWN" "QUICK"

OV DIAMOND POINT



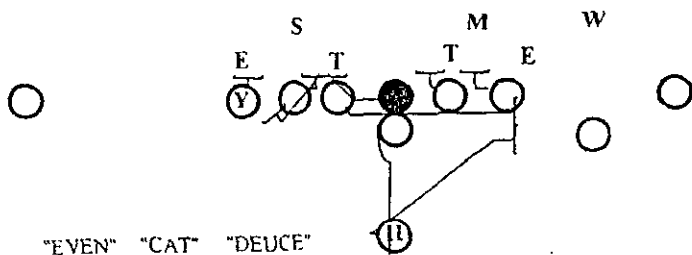
"DIAMOND" "DBL CAT" "DOWN" "QUICK"

UN DIAMOND



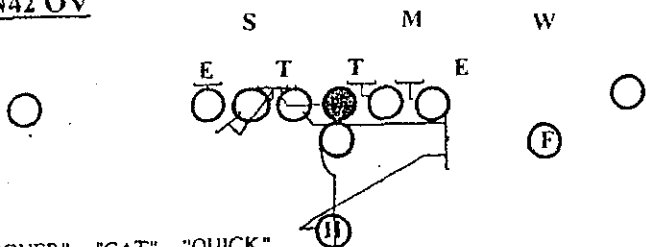
"DIAMOND" "CAT" "DOWN" "QUICK"

N42



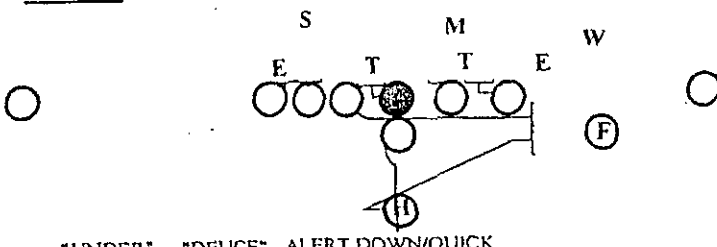
"EVEN" "CAT" "DEUCE"

N42 OV



"OVER" "CAT" "QUICK"

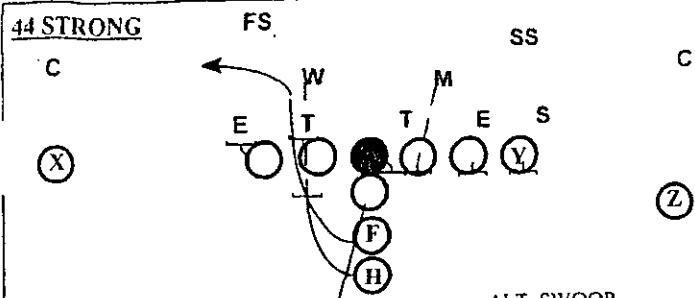
N42 UN



"UNDER" "DEUCE" ALERT DOWN/QUICK

# R 135 STY PRO

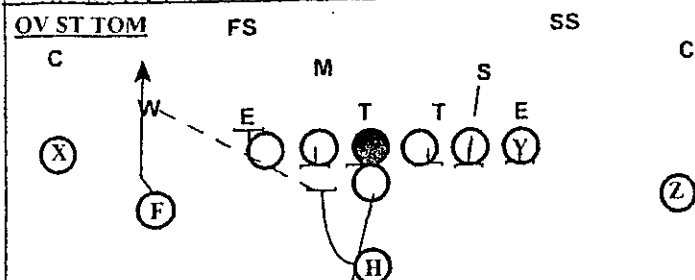
44 STRONG



ALERT HVY "EVEN" "RAM"

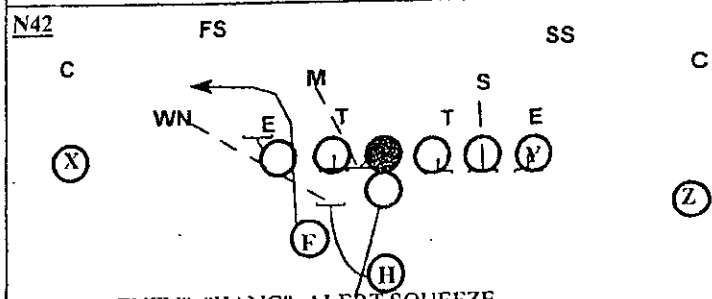
ALT SWOOP

OV ST TOM



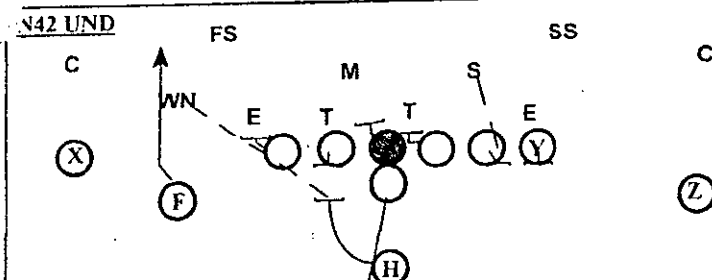
"ZONE" "OVER" "HANG" ALERT SQUEEZE

N42



"LION" "EVEN" "HANG" ALERT SQUEEZE

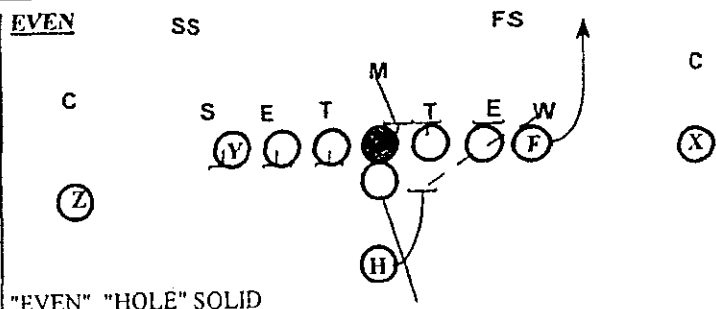
N42 UND



"UNDER" "LION" ALERT OUT "HANG"

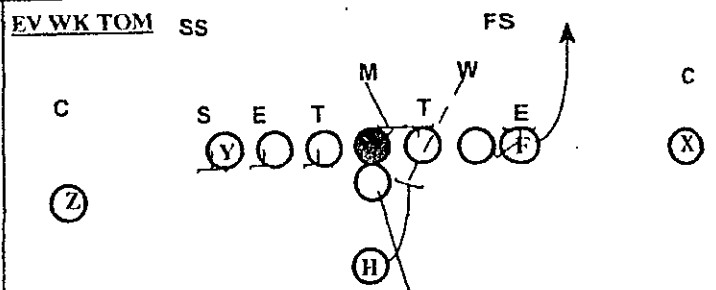
# R 134 STY PRO

EVEN



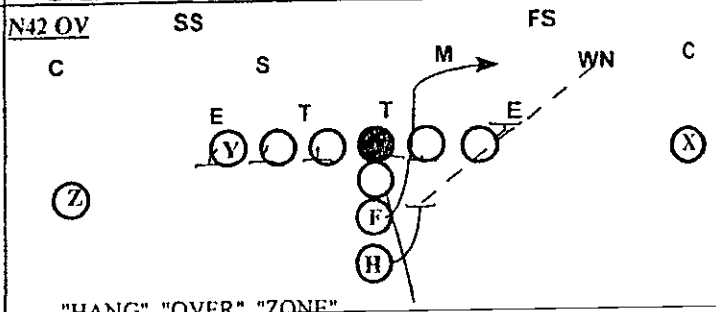
"EVEN" "HOLE" SOLID

EV WK TOM



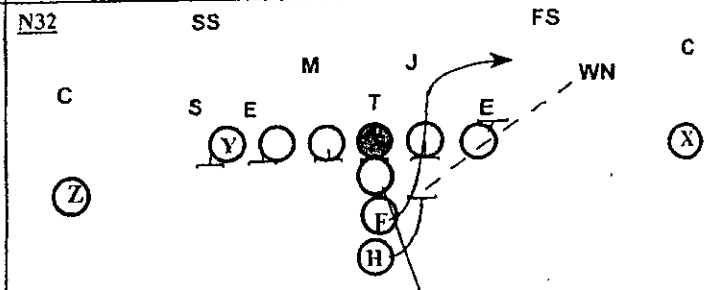
"EVEN" "HOLE" ALERT HVY

N42 OV



"HANG" "OVER" "ZONE"

N32



"ZONE" "OKIE" "ZONE"

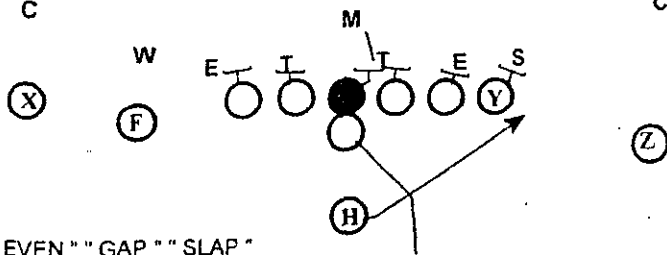
44 **STRONG**

FS

SS

C

C



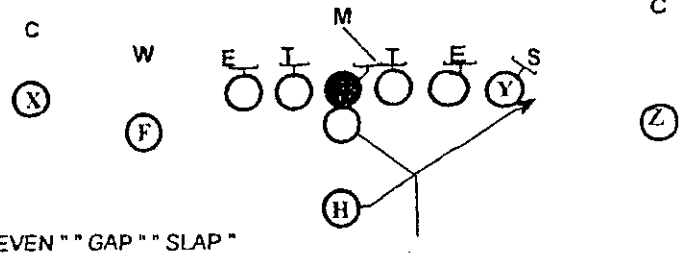
**EVEN**

FS

SS

C

C



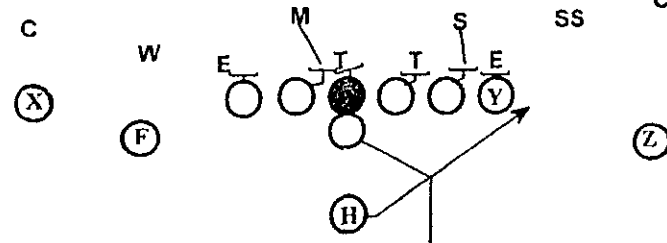
**OV ST TOM**

FS

SS

C

C



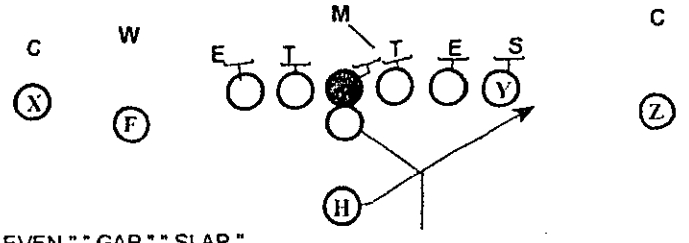
**EV WK TOM**

FS

SS

C

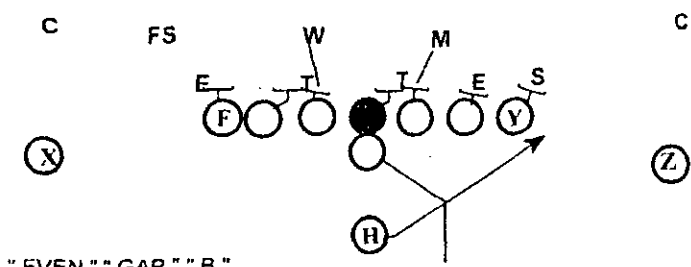
C



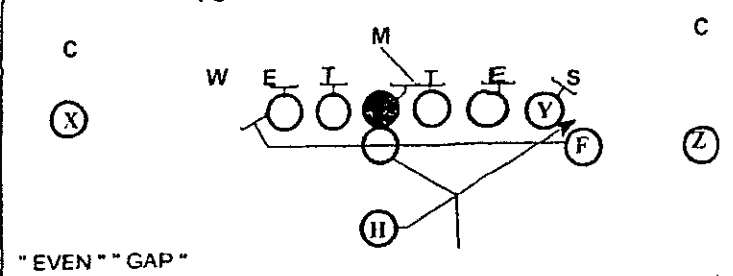
# SPRINT 138 SELL IT

# SPRINT 138 SELL IT

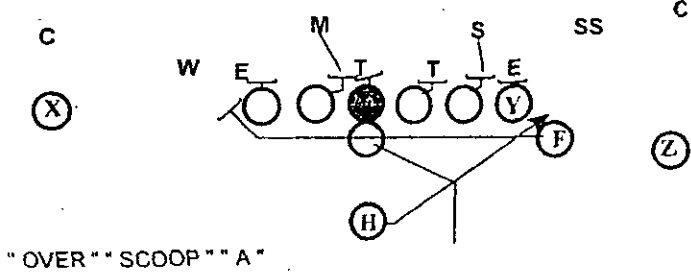
44 STRONG



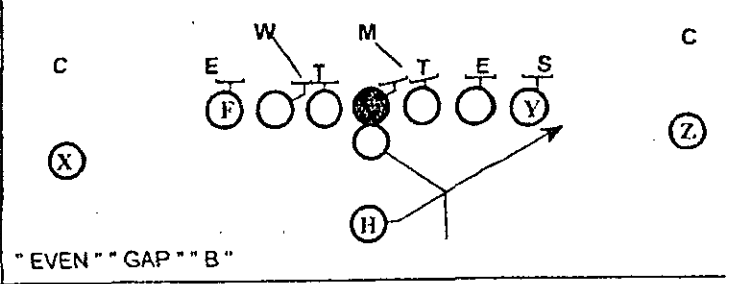
EVEN



OV ST TOM



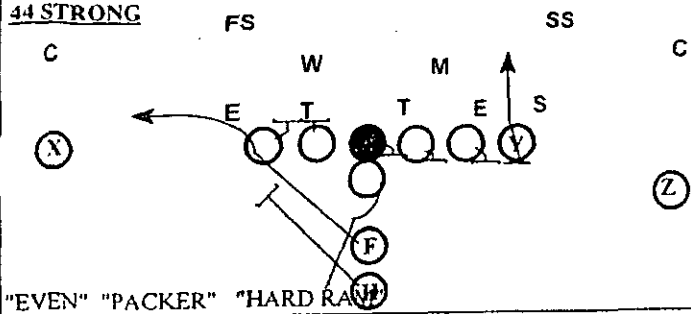
EV WK TOM



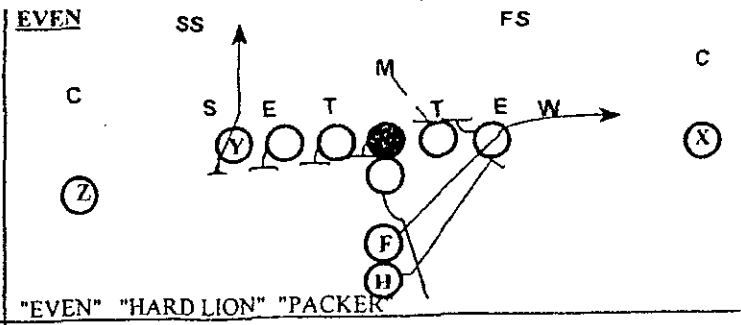
SPI 137

SPI 136

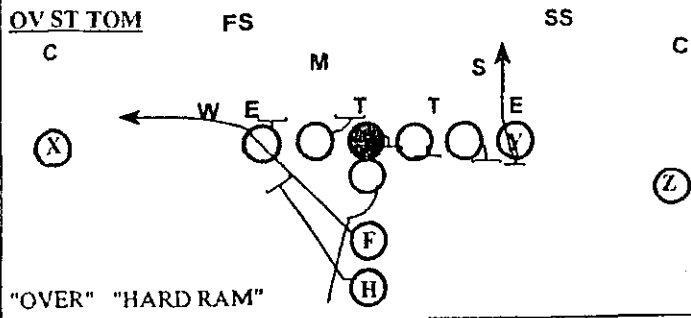
44 STRONG



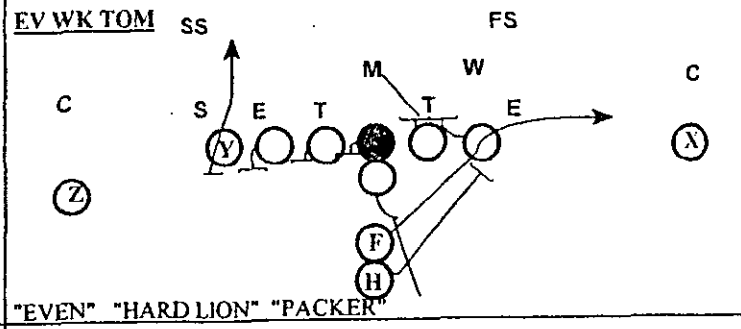
EVEN



OV ST TOM

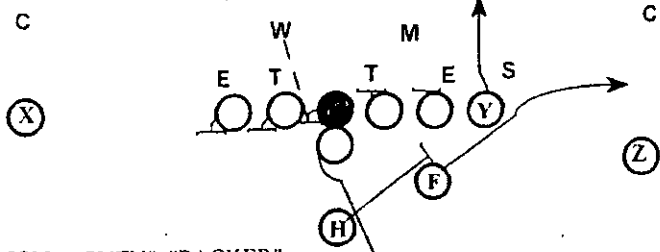


EV WK TOM



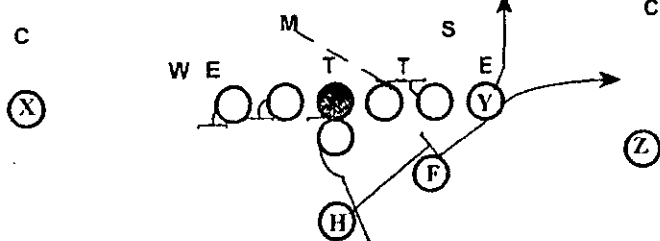
# K136 PRO

44 STRONG



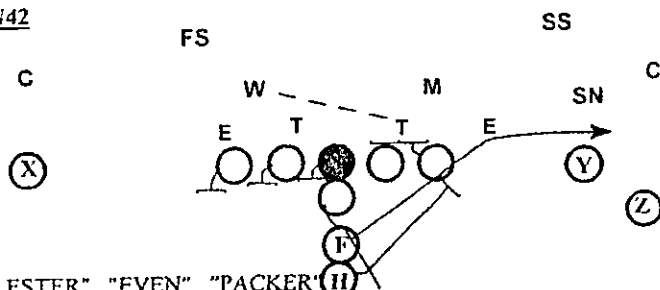
"LION" "EVEN" "PACKER"

OV ST TOM



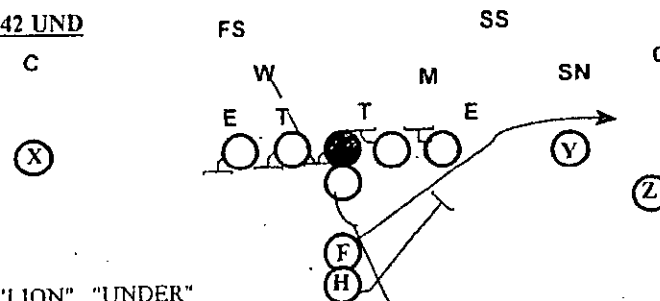
"HARD LESTER" "OVER" "PACKER"

N42



"LESTER" "EVEN" "PACKER"

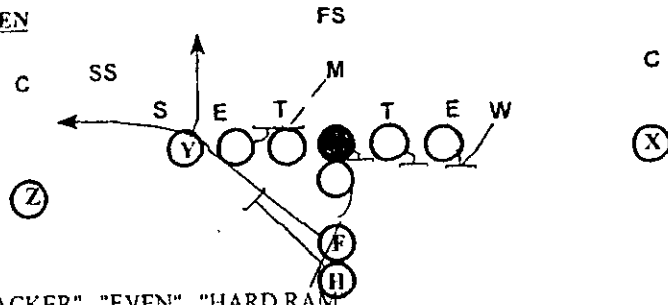
N42 UND



"LION" "UNDER"

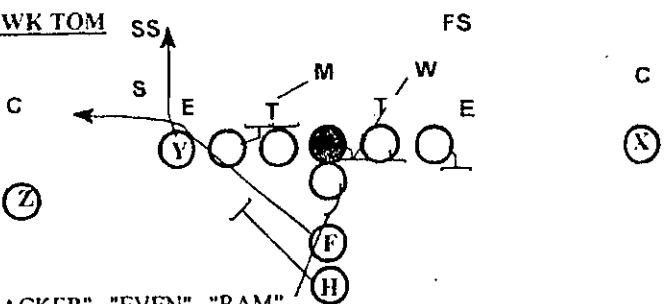
# K137 PRO

EVEN



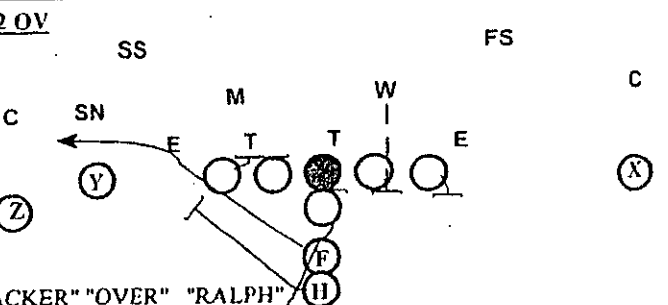
"PACKER" "EVEN" "HARD RAM"

EV WK TOM



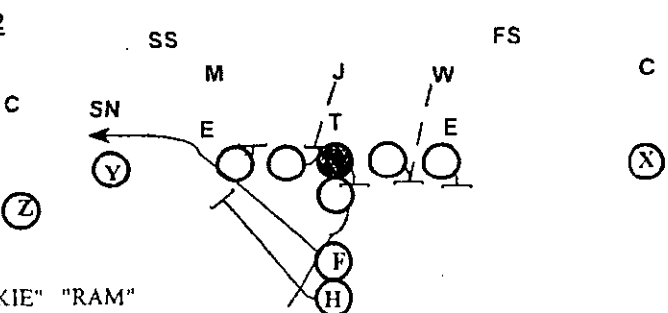
"PACKER" "EVEN" "RAM"

N42 OV



"PACKER" "OVER" "RALPH"

N32



"OKIE" "RAM"

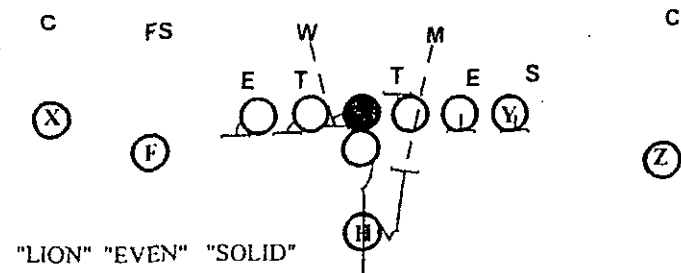


## H 141 AREA PRO

SS

**EVEN**

FS



"SOLID" "EVEN" "HARD RAM"

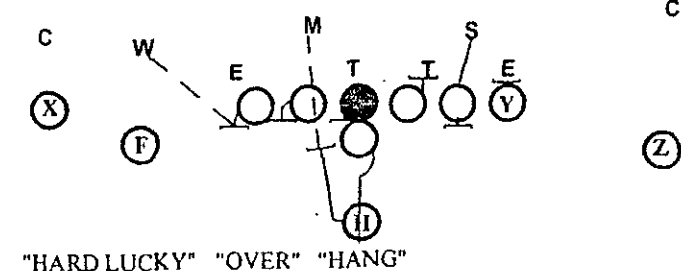
FS

SS

EV WK TOM

SS

FS



"ALT OUT" "EVEN" "RAM" ALT" HVY"

N42

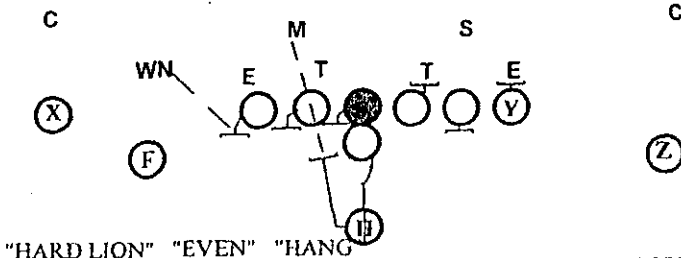
FS

SS

N42 OV

**SS**

FS



"OUT" ALTHVY "OVER" "STICK"

~~N42-UND~~

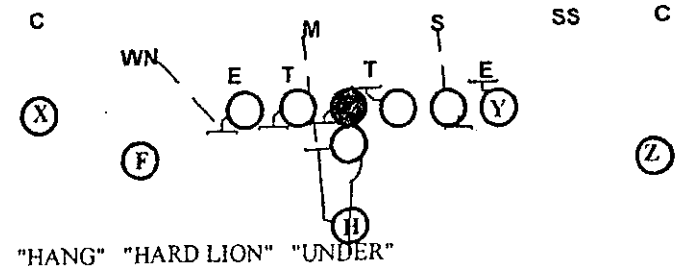
~~FS~~

53

N32

SS

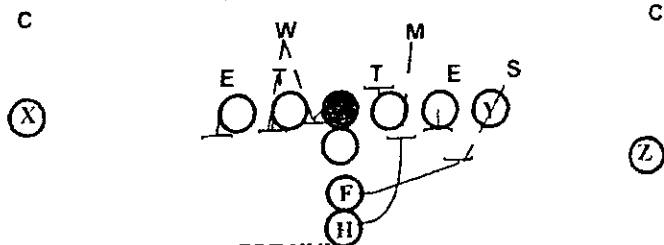
FS



"OKIE" RAM ALT OUT

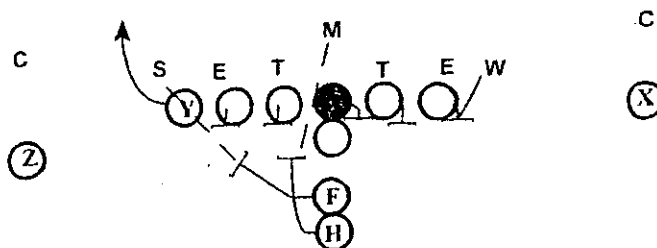
## R135 PRO

FS SS



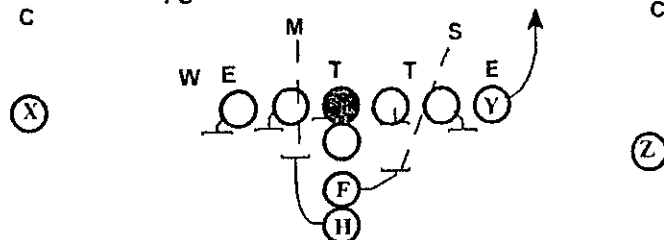
"LION" "EVEN" ALERT HVY

SS FS



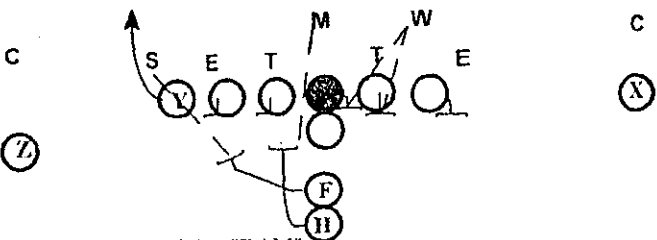
ALERT HVY "EVEN" "HARD RAM"

ES SS



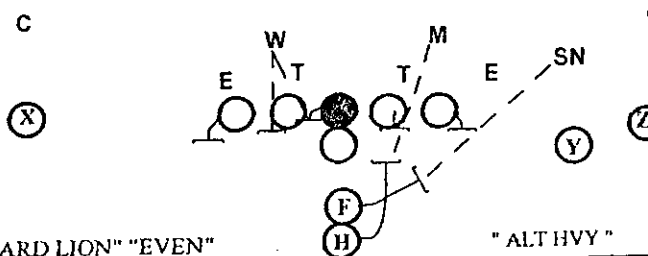
"HARD LUCKY" "OVER" ALERT HVY

SS FS



ALERT HVY "EVEN" "RAM"

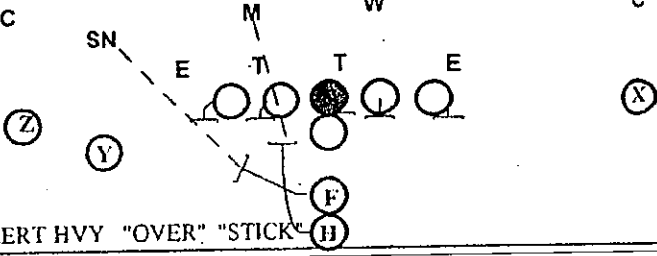
FS SS



"HARD LION" "EVEN"

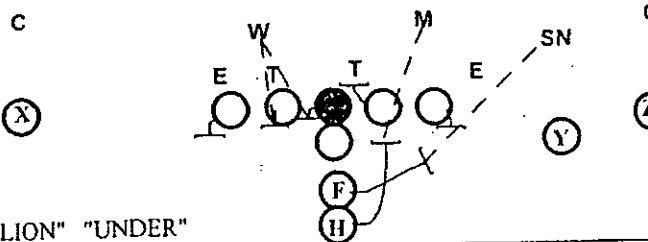
"ALTHVY"

SS FS



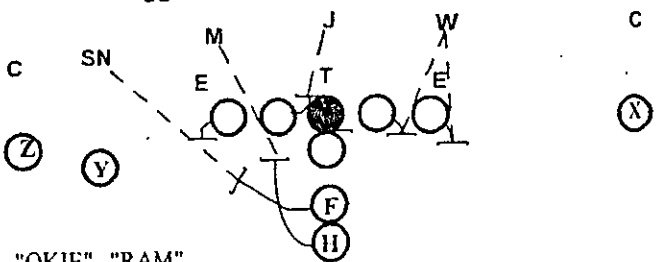
ALERT HVY "OVER" "STICK"

FS S



"LION" "UNDER"

SS FS

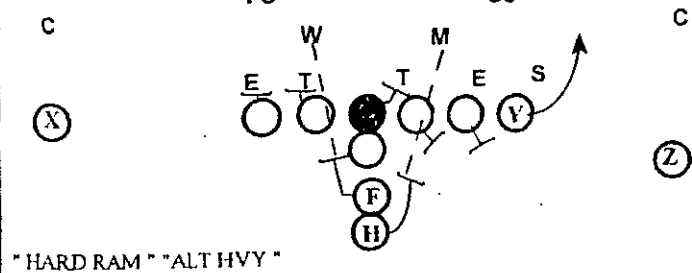


"OKIE" "RAM"

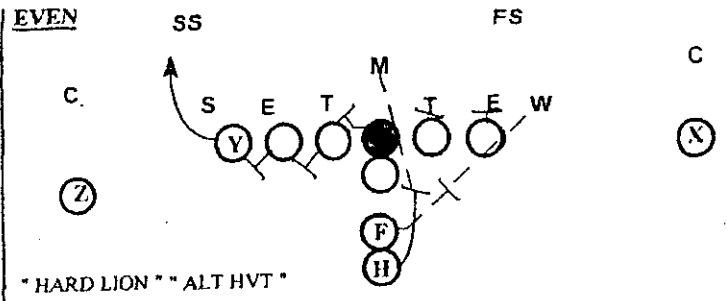
# R135 WK PRO

# R134 WK PRO

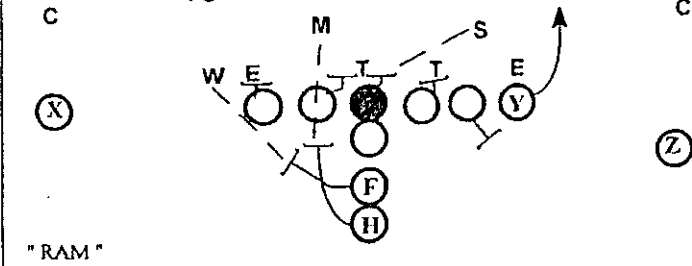
44 STRONG



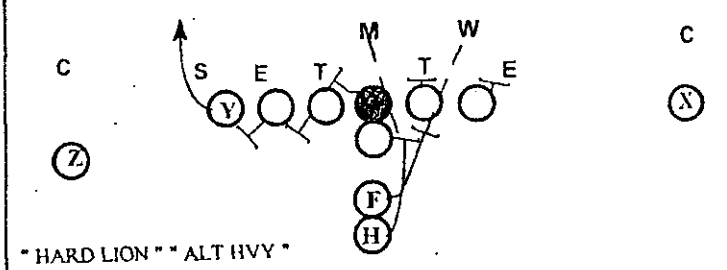
EVEN



OV ST TOM



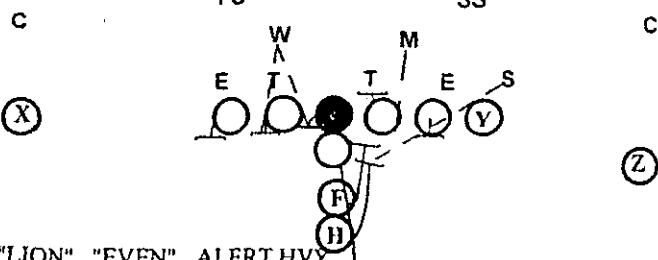
EV WK TOM



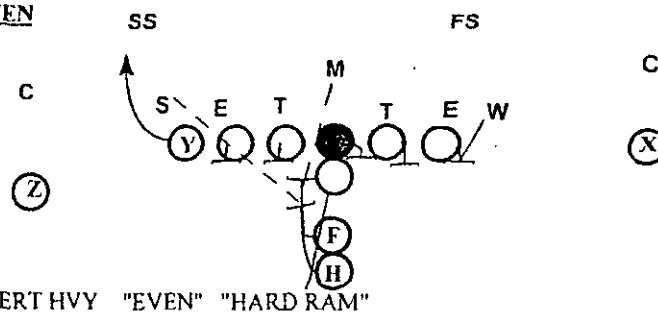
# R132 PRO

# R133 PRO

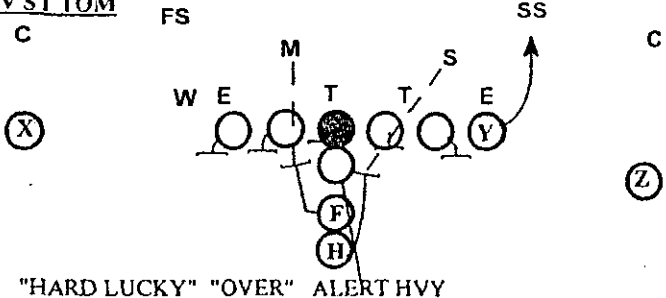
## 44 STRONG



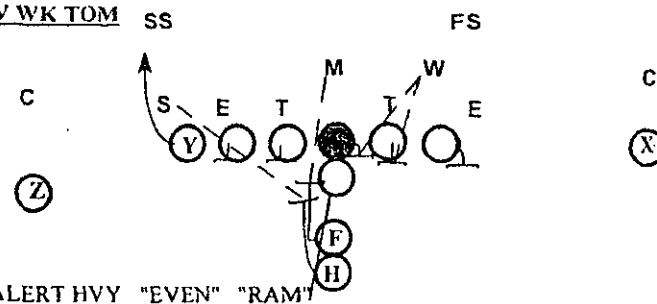
## EVEN



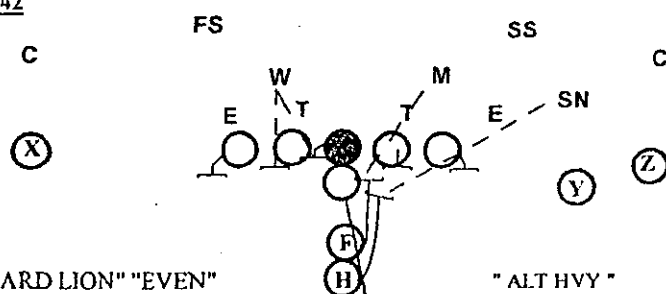
## OV ST TOM



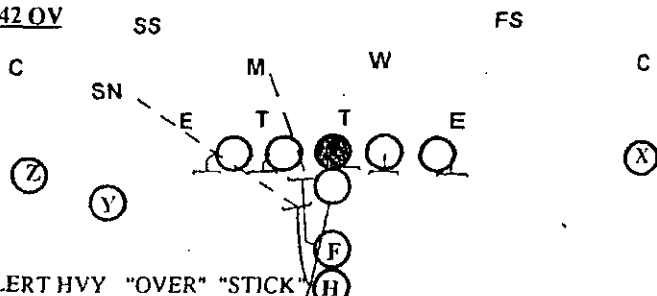
## EV WK TOM



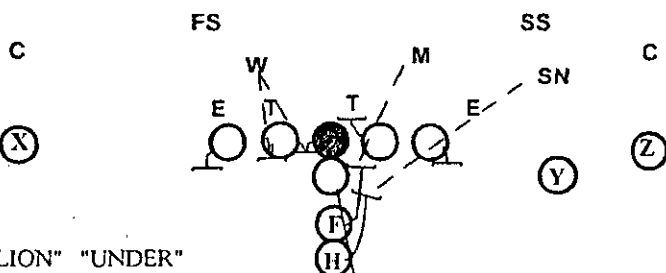
## N42



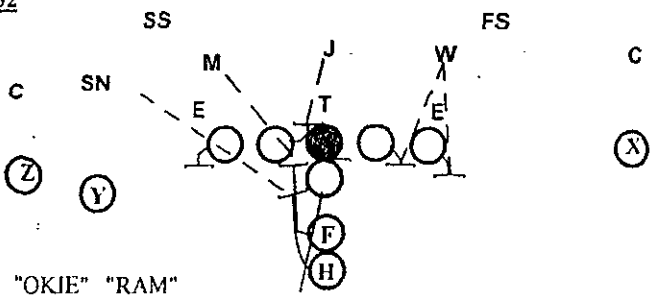
## N42 OV



## N42 UND



## N32

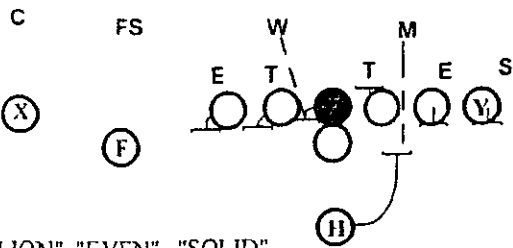


# R130 PRO

# R131 AREA PRO

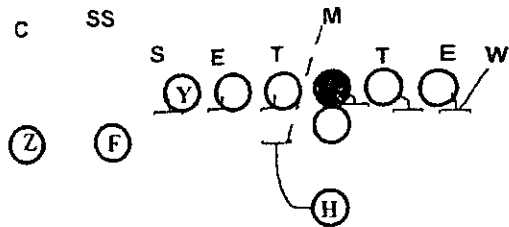
44 STRONG

SS



EVEN

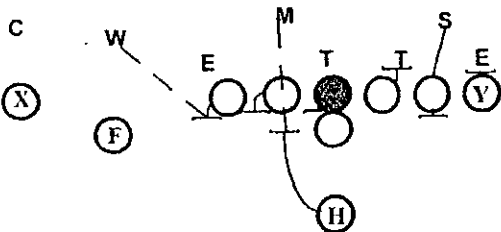
FS



OY ST TOM

FS

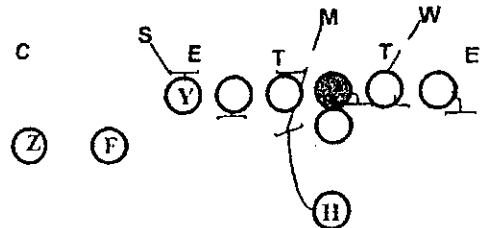
SS



EV WK TOM

SS

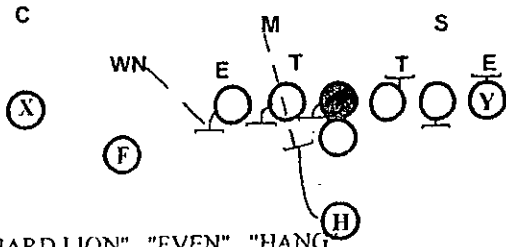
FS



N42

FS

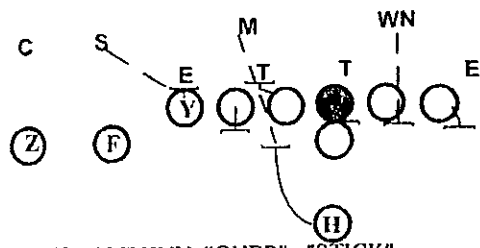
SS



N42 OV

SS

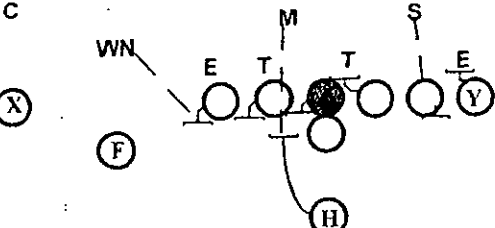
FS



N42 UND

FS

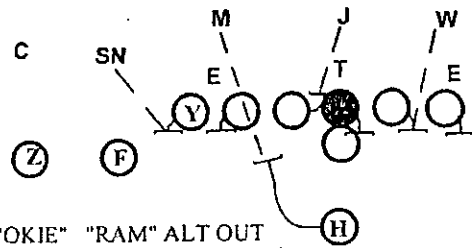
SS



N32

SS

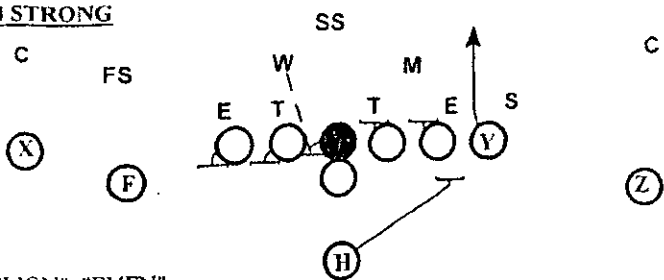
FS



100'S

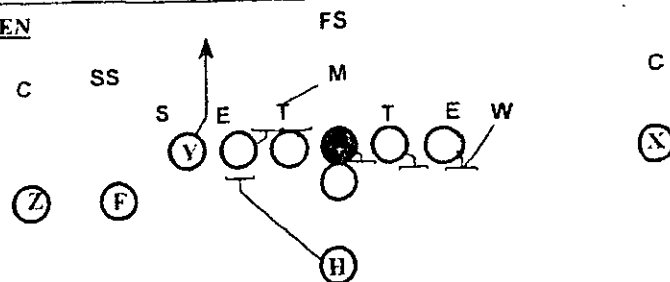
# 92 PRO

## 44 STRONG



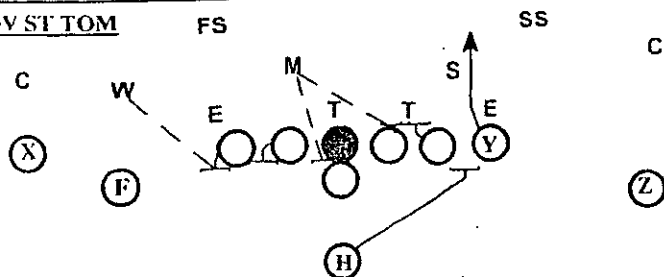
"LION" "EVEN"

## EVEN



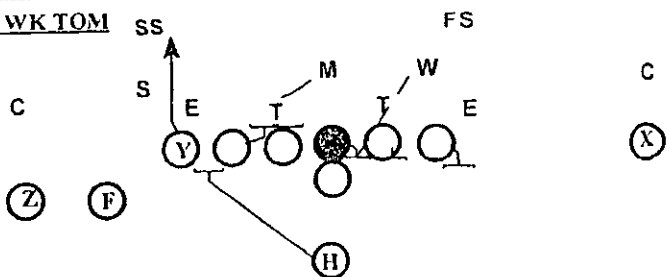
"PACKER" "EVEN" "HARD RAM"

## OV ST TOM



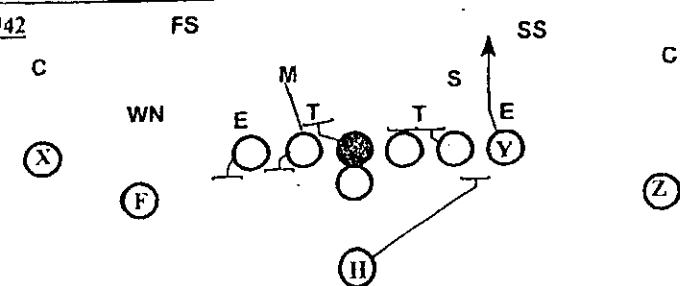
"HARD LESTER" "OVER" "PACKER"

## EV WK TOM



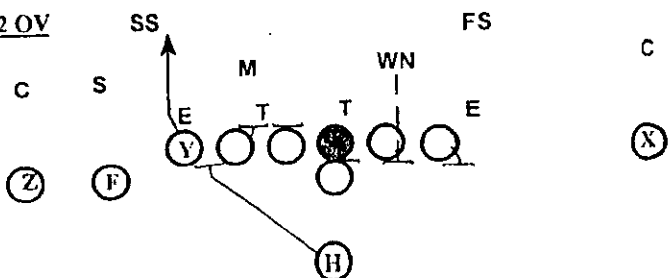
"PACKER" "EVEN" "RAM"

## N42



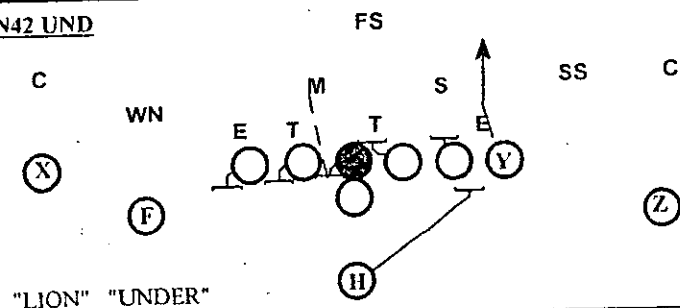
"HARD LION" "EVEN" "PACKER"

## N42 OV



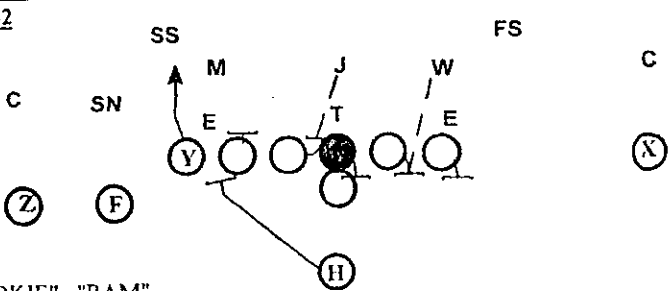
"PACKER" "OVER" "RALPH"

## N42 UND



"LION" "UNDER"

## N32

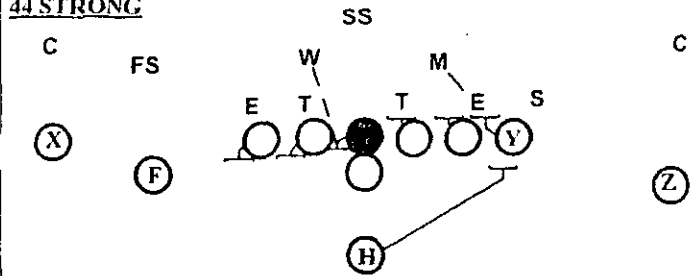


"OKIE" "RAM"

# 90 PRO

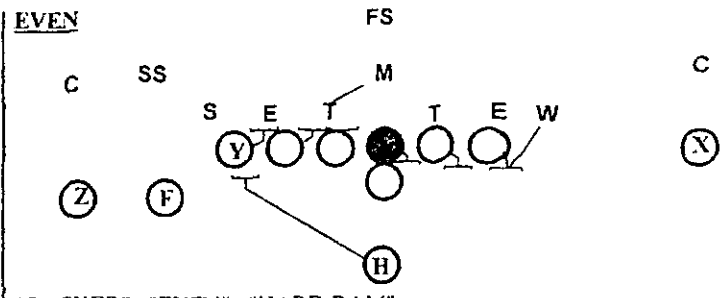
# 91 PRO

44 STRONG



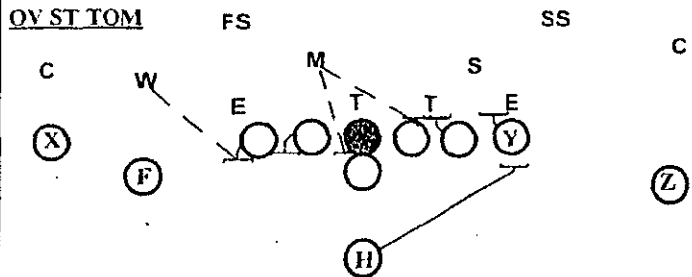
"LION" "EVEN"

EVEN



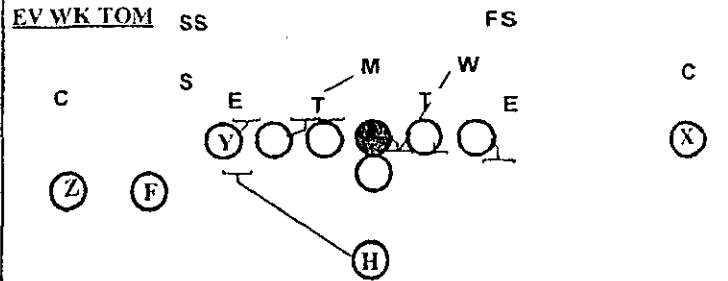
"PACKER" "EVEN" "HARD RAM"

OV ST TOM



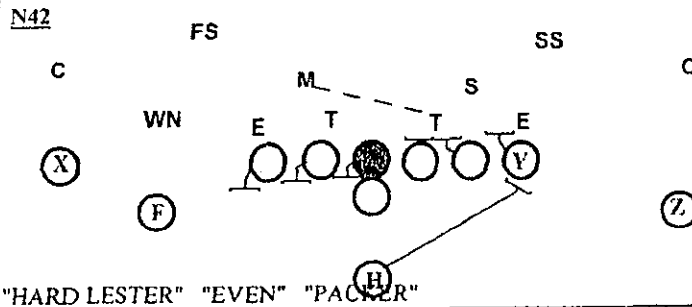
"HARD LESTER" "OVER" "PACKER"

EV WK TOM



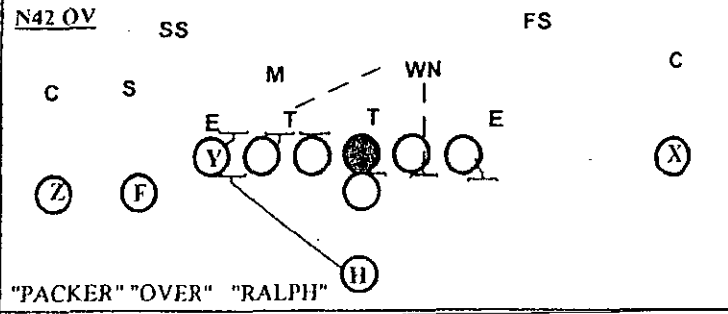
"PACKER" "EVEN" "RAM"

N42



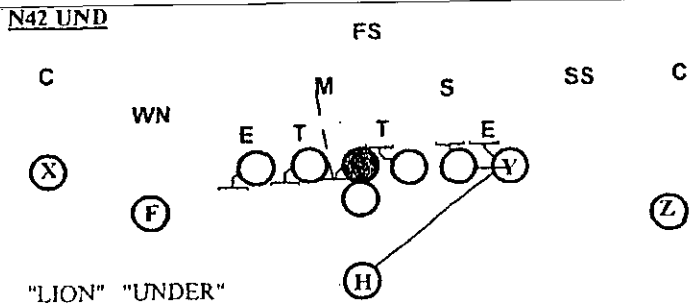
"HARD LESTER" "EVEN" "PACKER"

N42 OV



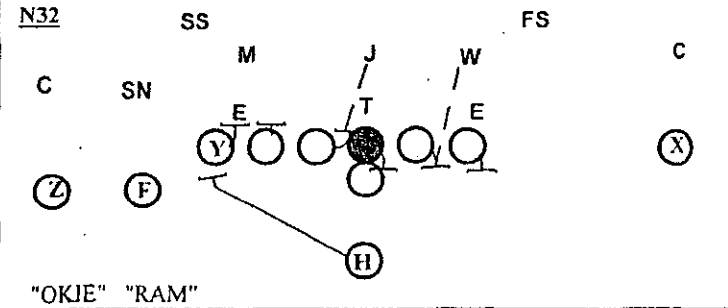
"PACKER" "OVER" "RALPH"

N42 UND



"LION" "UNDER"

N32

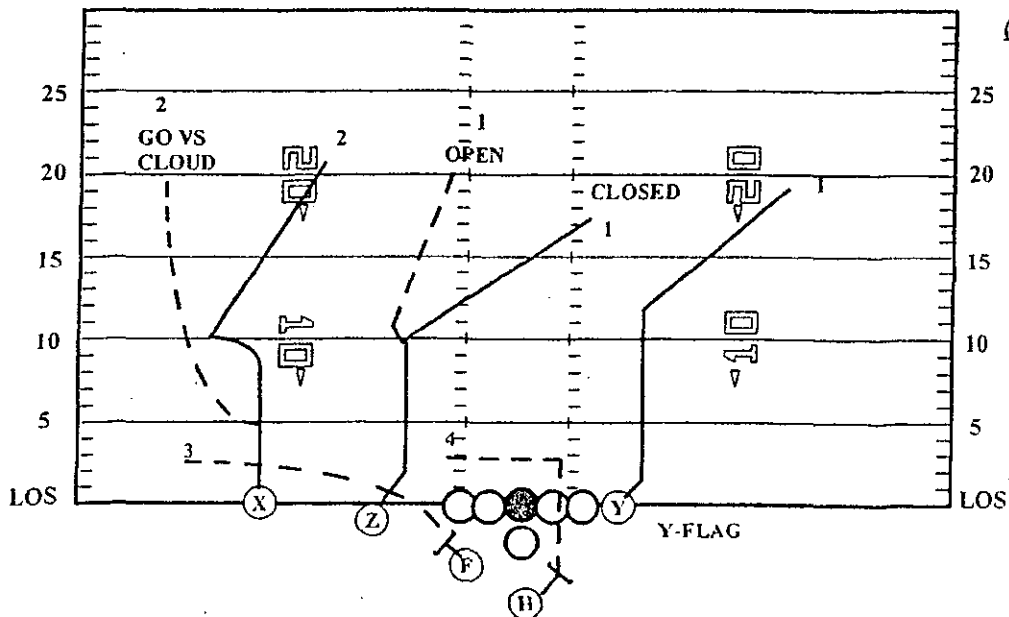
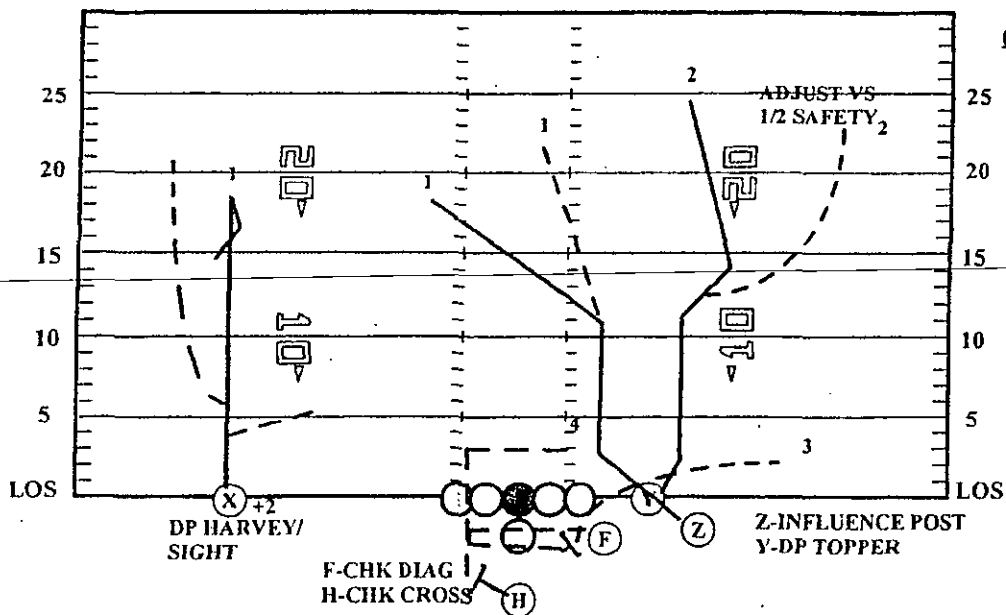
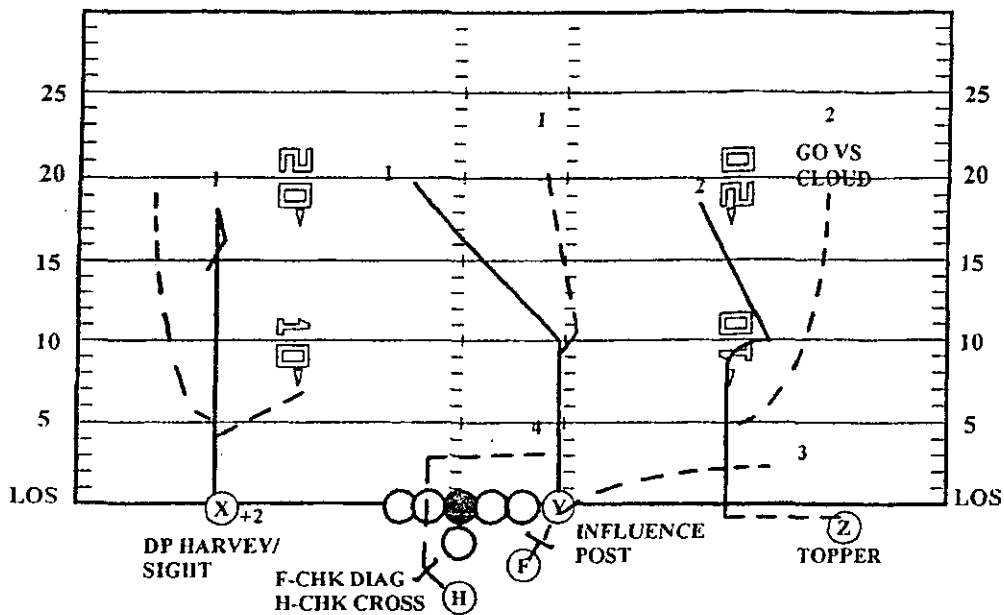


"OKIE" "RAM"

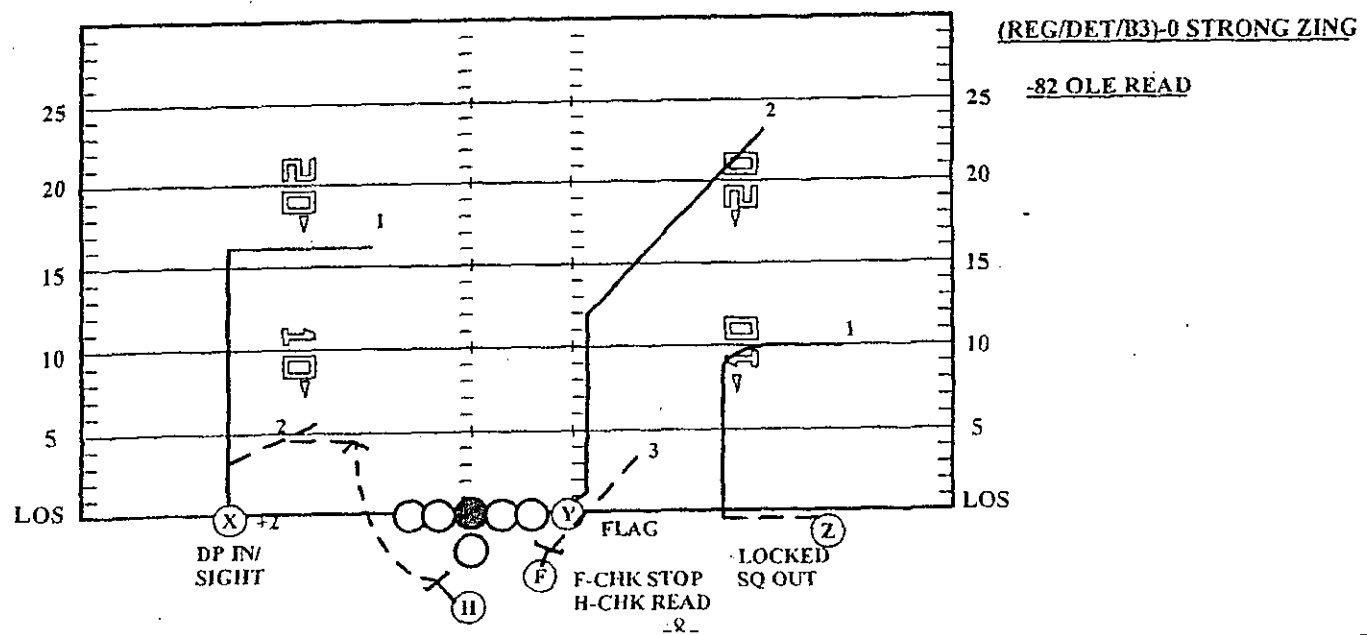
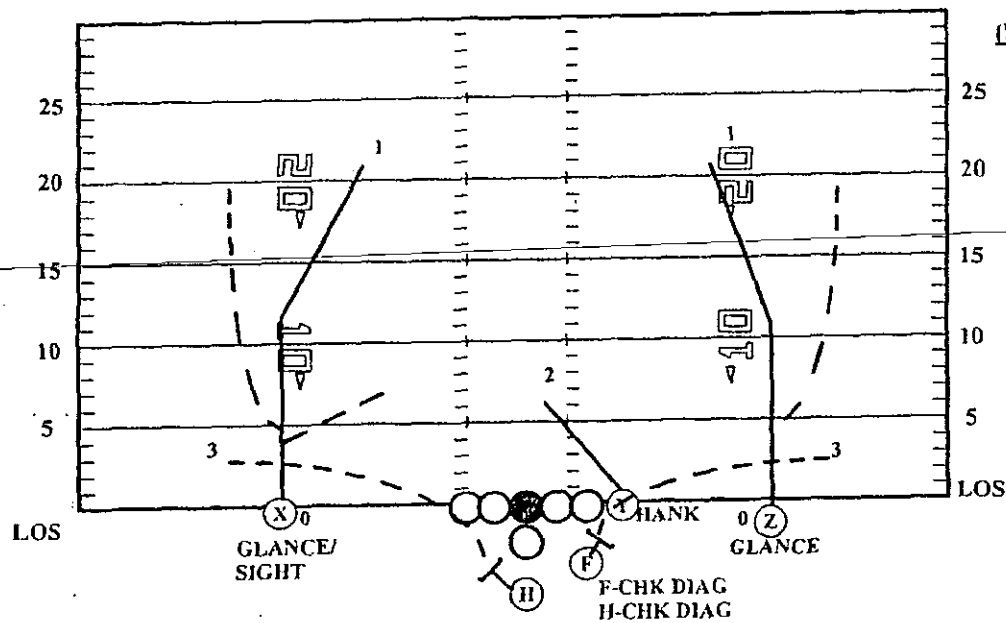
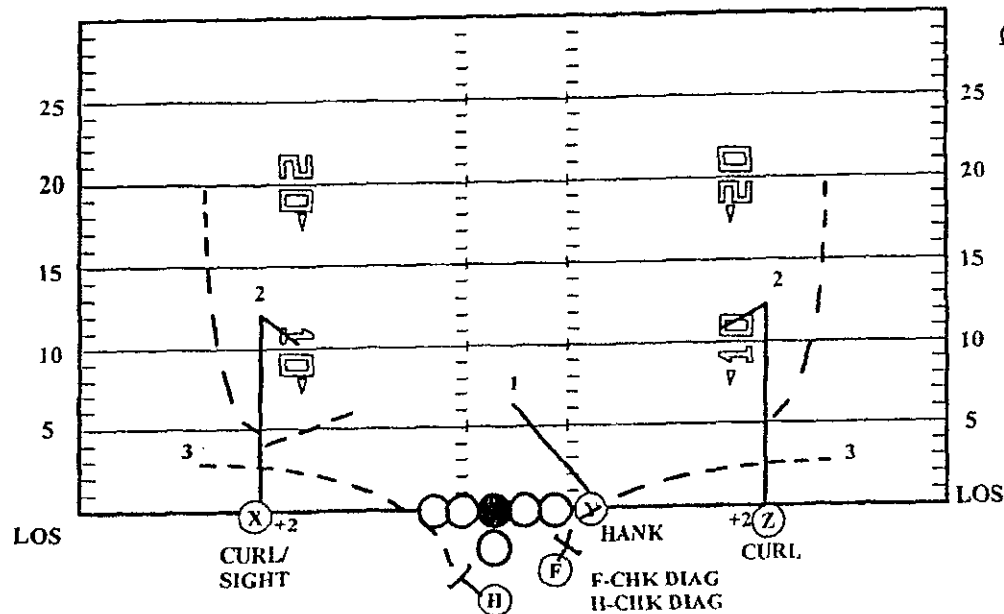


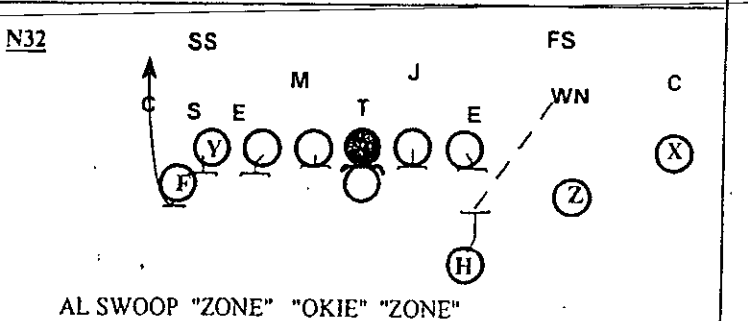
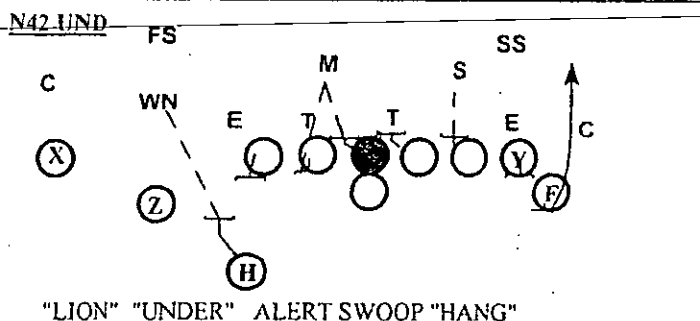
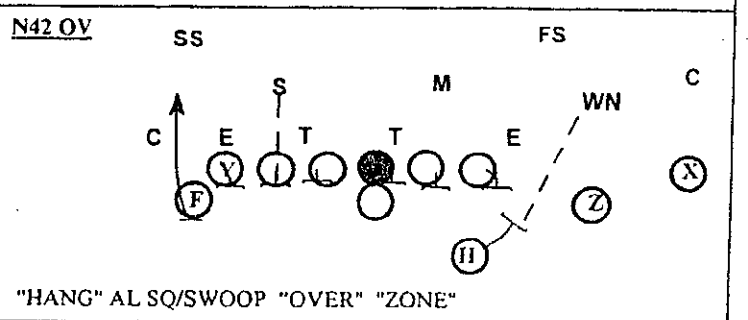
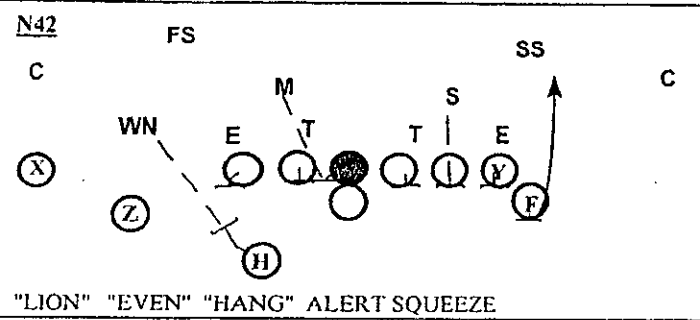
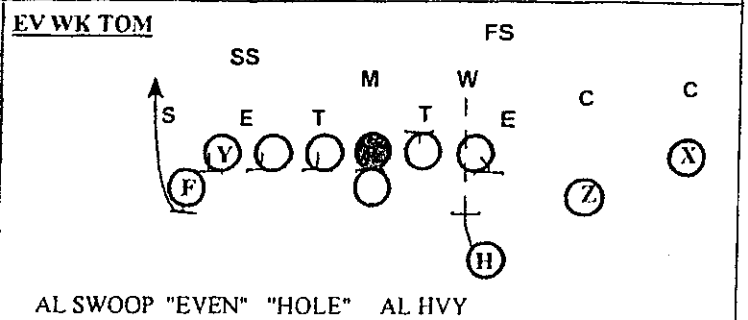
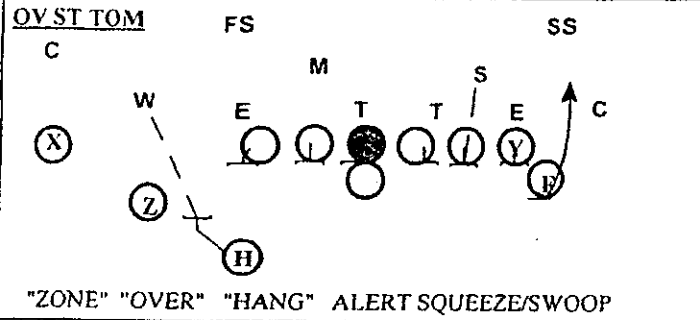
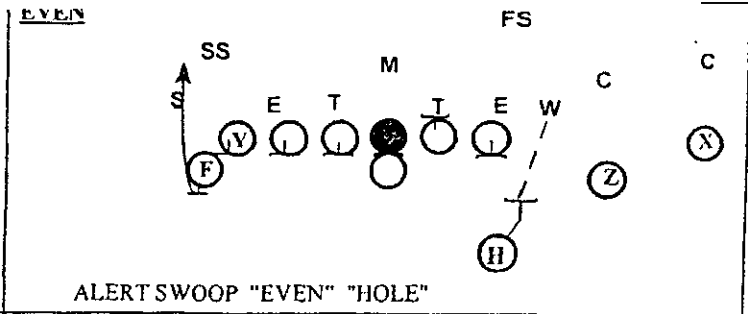
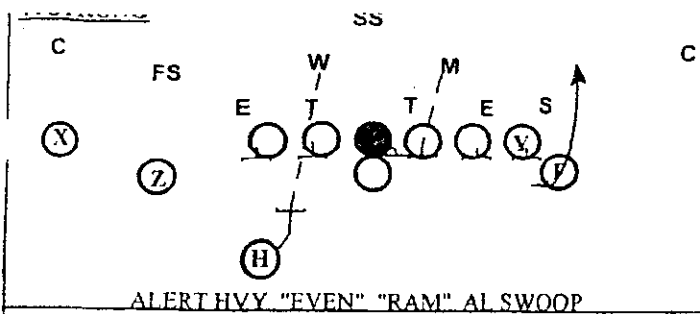
90'S

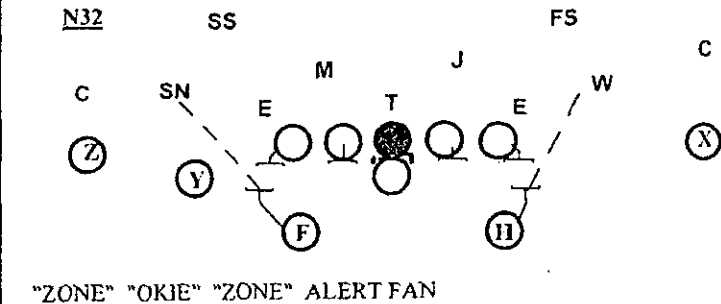
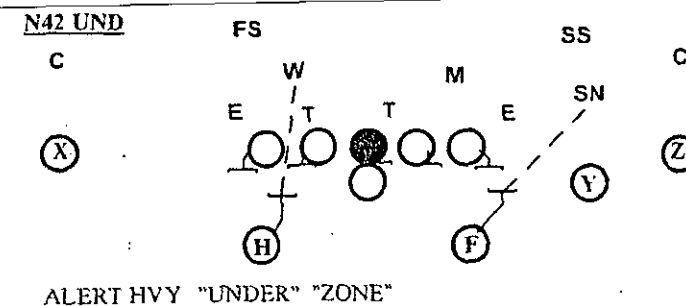
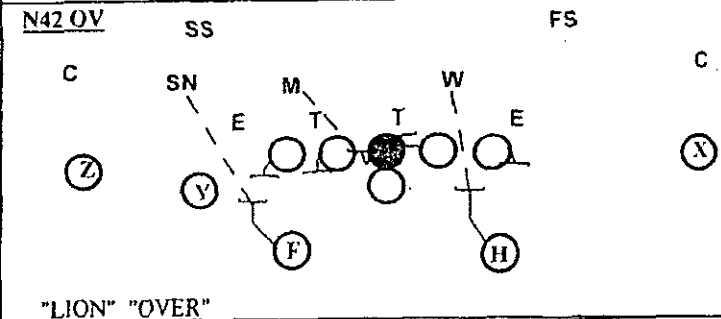
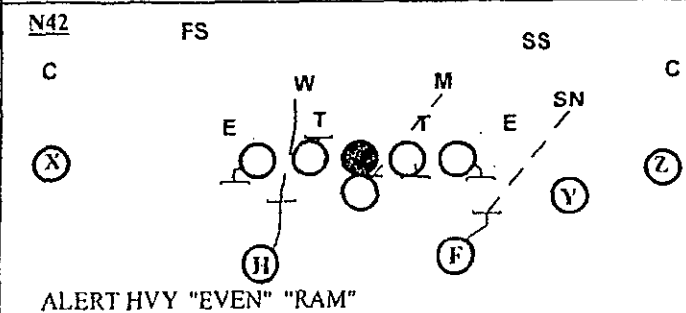
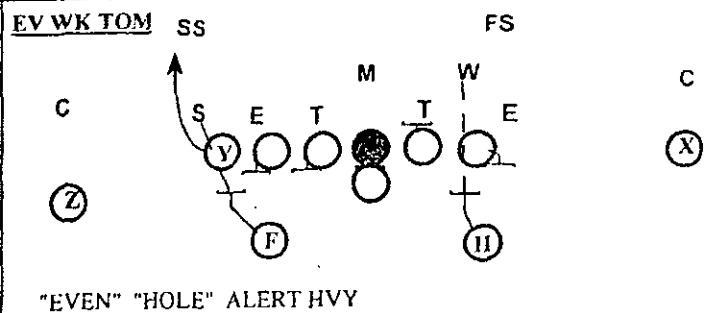
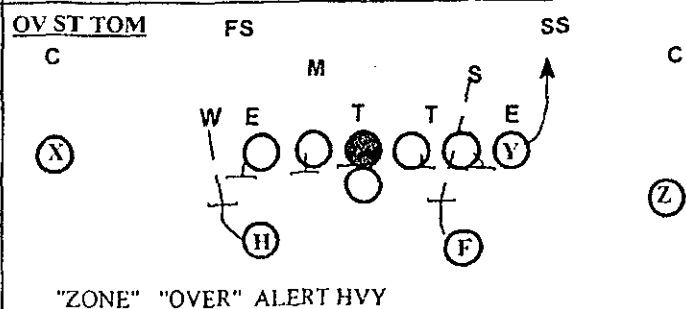
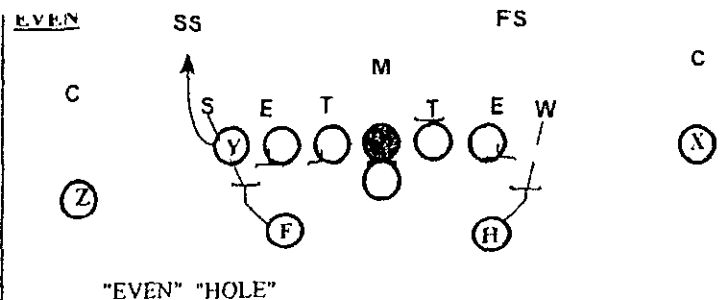
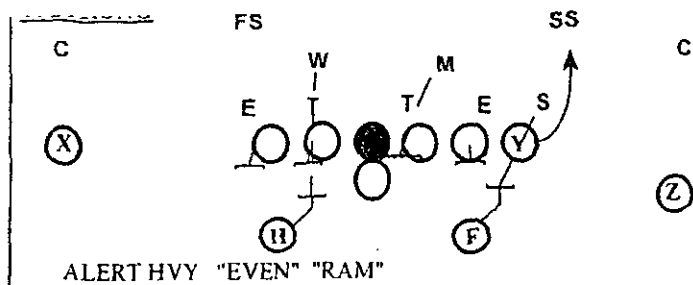
# 02 PASSED

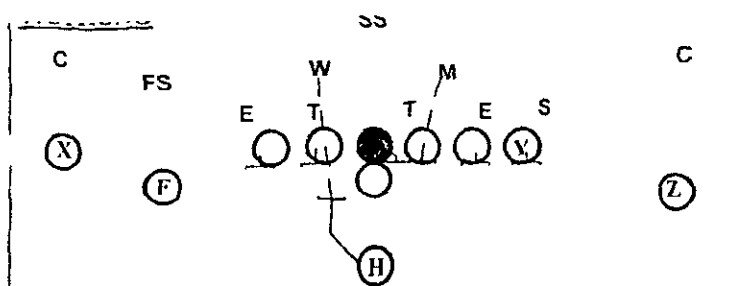


# 82 PASSES

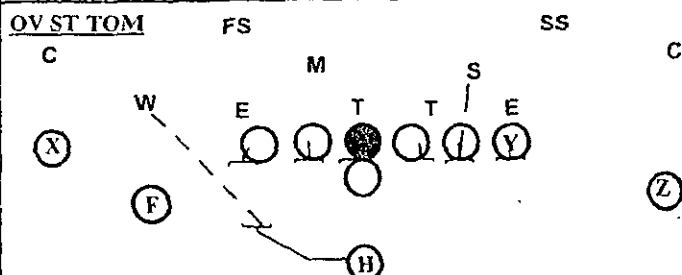




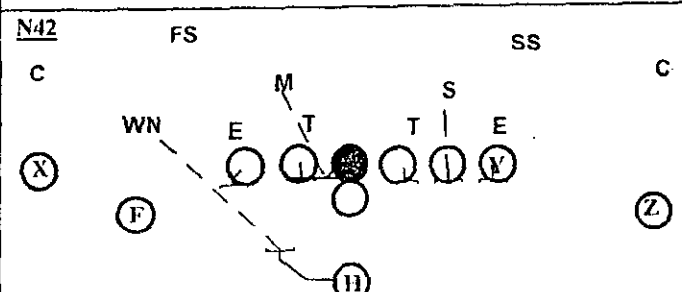




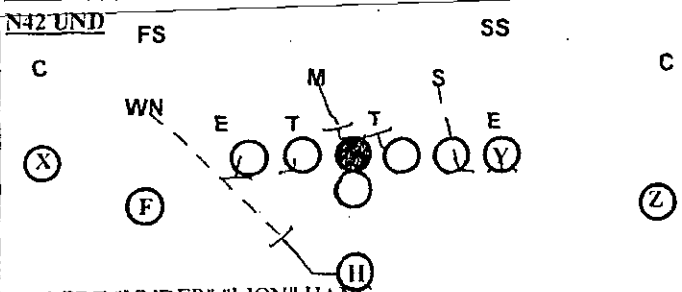
ALERT HVY "EVEN" "RAM"



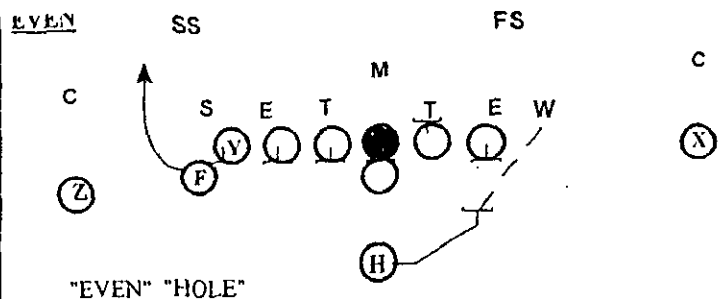
"ZONE" "OVER" "HANG" ALERT SQUEEZE



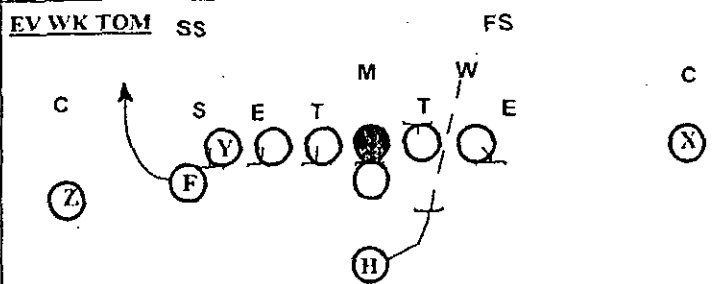
"LION" "EVEN" "HANG" ALERT SQUEEZE



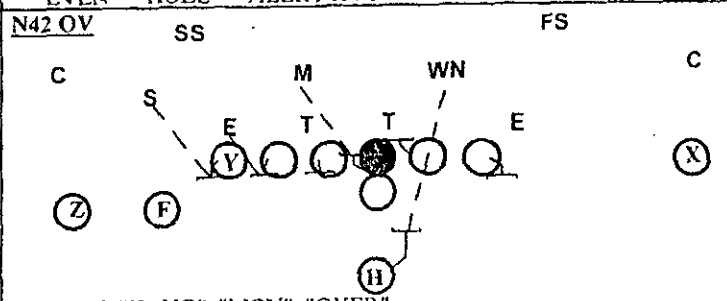
ALERT "UNDER" "LION" HANG



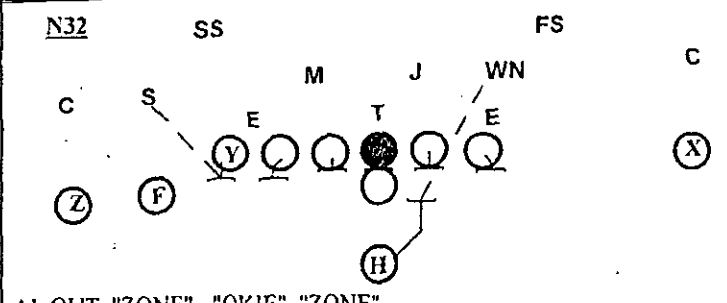
"EVEN" "HOLE"



"EVEN" "HOLE" ALERT HVY



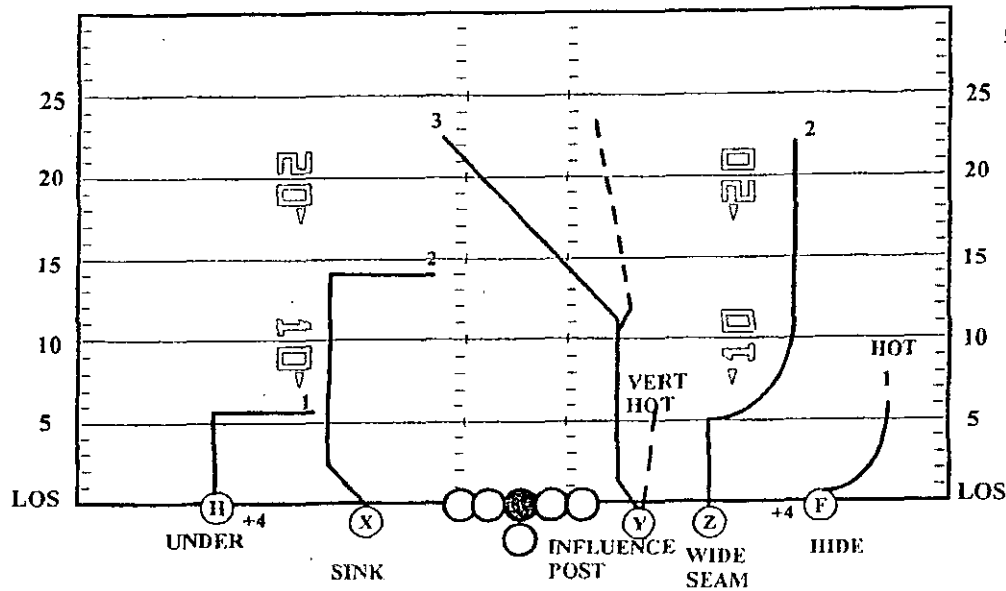
AL OUT "HANG" "LION" "OVER"



AL OUT "ZONE" "OKIE" "ZONE"

80'S

## 74 PASSES

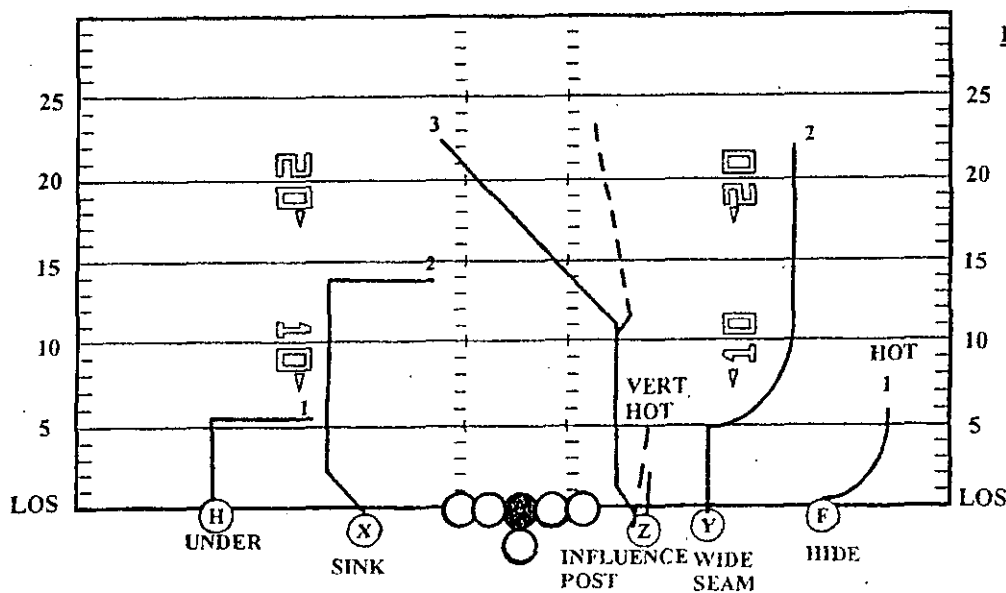


(REG/DET/HALF/B3)-EMPTY RT

-74 COLT

-HIDE PUSH TO 6 YDS DEEP 3 YRDS FROM S.I.

WIDE SEAM-PUSH VERTICAL 5 YARDS THEN BOUNCE FOR WIDTH, 2 YDS OUTSIDE #S



R/D/HALF/B3)-EMPTY RT YAZ

-74 COLT

-YAZ- SWITCHES Y AND Z

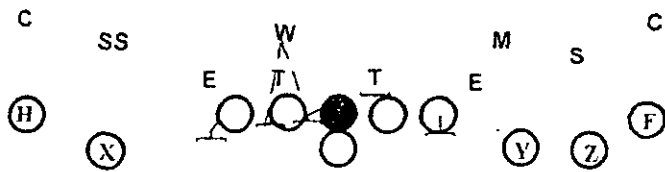


# 74 PRO

# 75 PRO

44 STRONG

FS

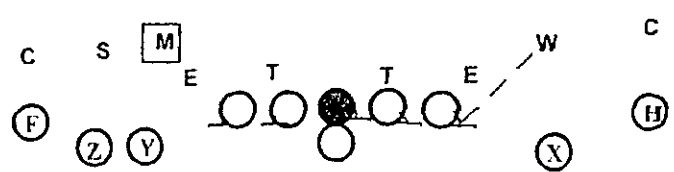


"EVEN" "LION"

EVEN

SS

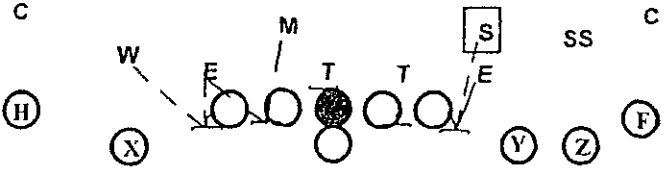
FS



"EVEN" "HARD RAM"

OV ST TOM

FS

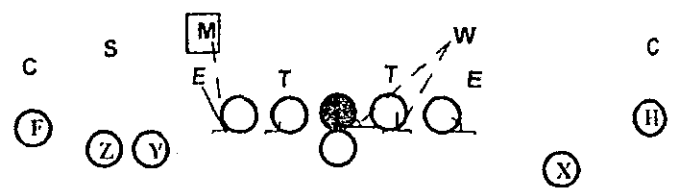


"OVER" "SORT" "BIG DUAL" ALERT SQUEEZE

EV WK TOM

SS

FS

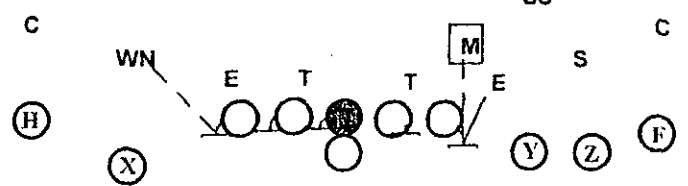


"EVEN" "BIG DUAL" ALERT SQUEEZE "RAM"

N42

FS

SS

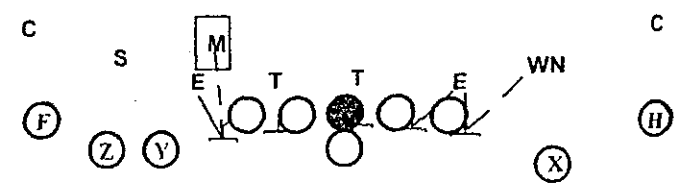


"EVEN" "HARD LION" "BIG DUAL" ALERT SQUEEZE

N42 OV

SS

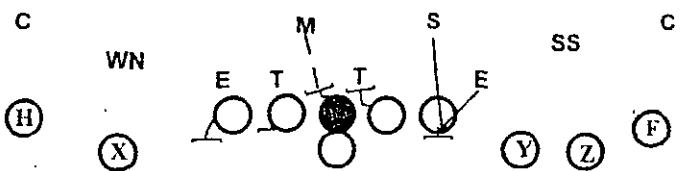
FS



"OVER" "BIG DUAL" ALERT SQUEEZE "SORT"

N42 UND

FS

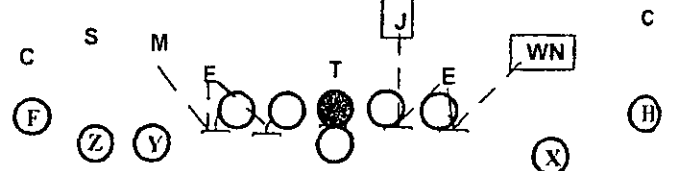


"UNDER" "LION" "NEW MIKE" SORT

N32

SS

FS

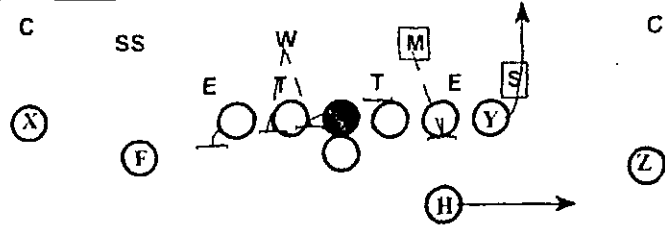


"OKIE" "SORT" "SORT"

# 72 PRO

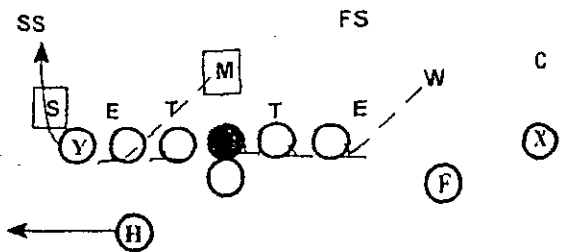
# 73 PRO

44 STRONG



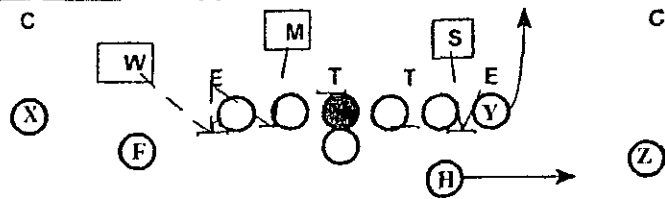
"EVEN" "LION" ALERT SQUEEZE

EVEN



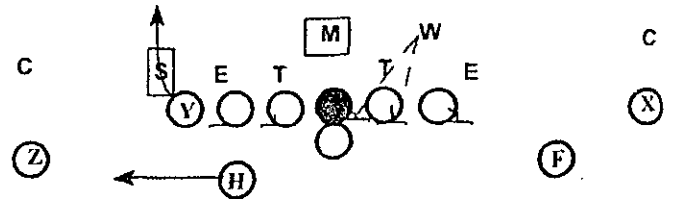
"EVEN" ALERT SQUEEZE ALERT HOLE "HARD RAM"

OV ST TOM



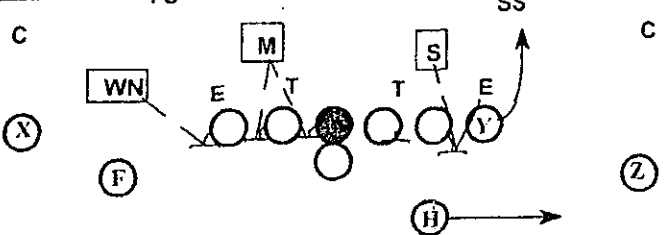
"OVER" "SORT" "BIG DUAL" ALERT SQUEEZE

EV WK TOM



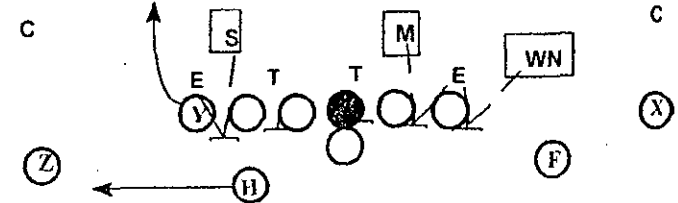
"EVEN" ALERT SQUEEZE ALERT HOLE "RAM"

N42



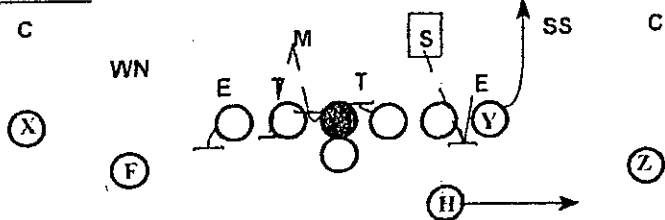
"EVEN" "HARD LION" "BIG DUAL" ALERT SQUEEZE

N42 OV



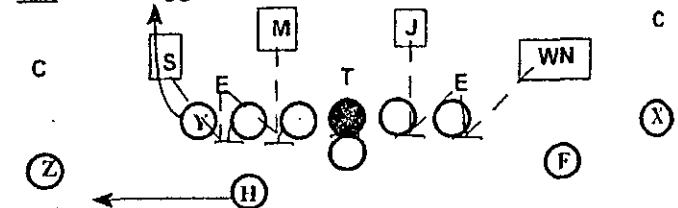
"OVER" "BIG DUAL" ALERT SQUEEZE "SORT"

N42 UND



"UNDER" "LION" "BIG DUAL" ALERT SQUEEZE "NEW MIKE"

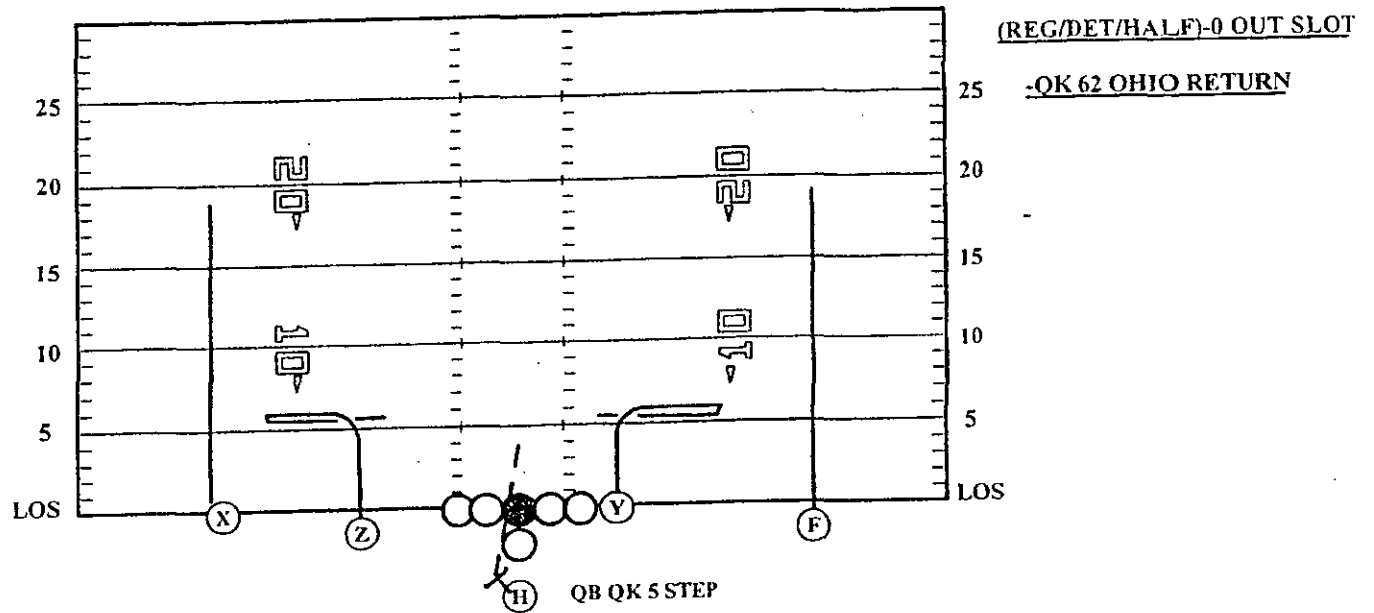
N32



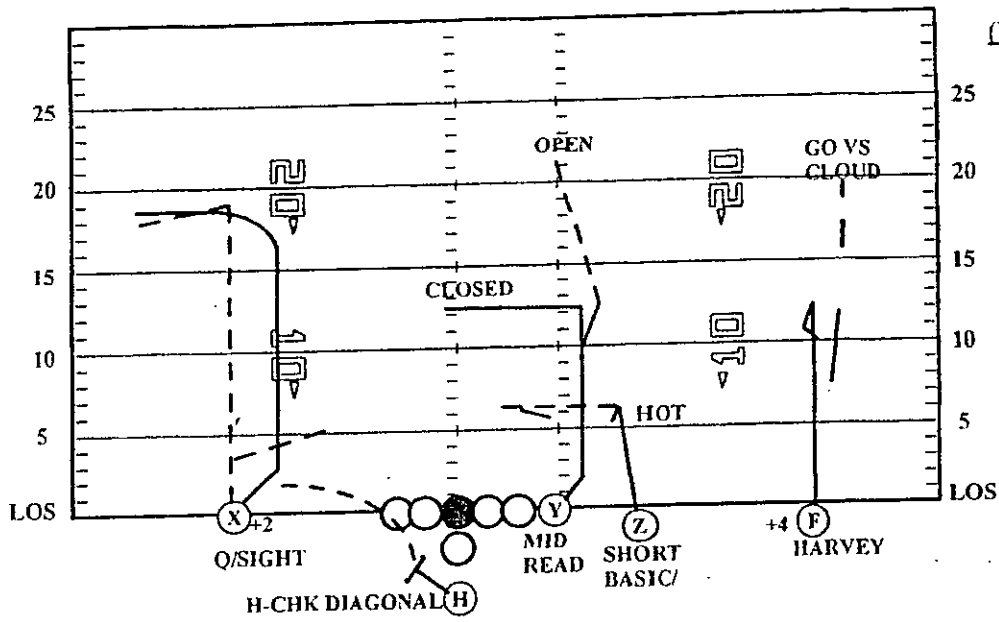
"OKIE" "SORT" "SORT"

70'S

# 62 PASSES

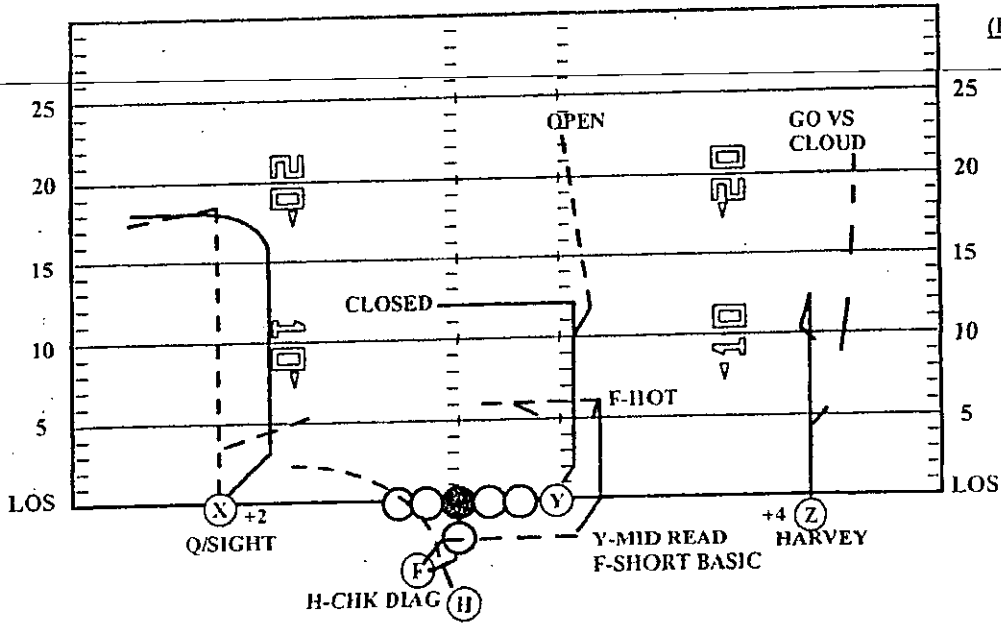


## 62 PASSES



(DET/IALF)-0 OUT

-62 Y MIDDLE RD X Q

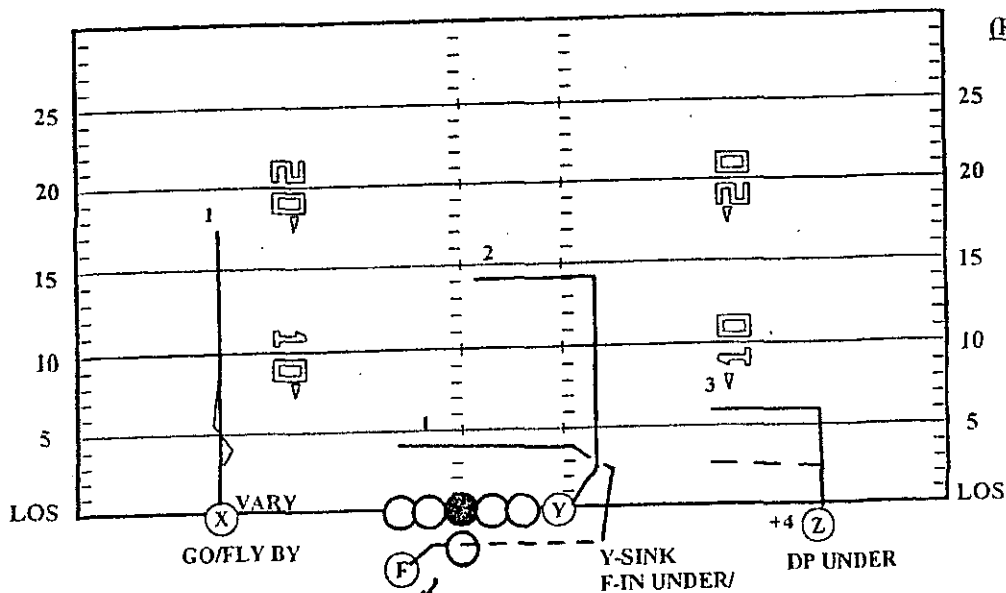
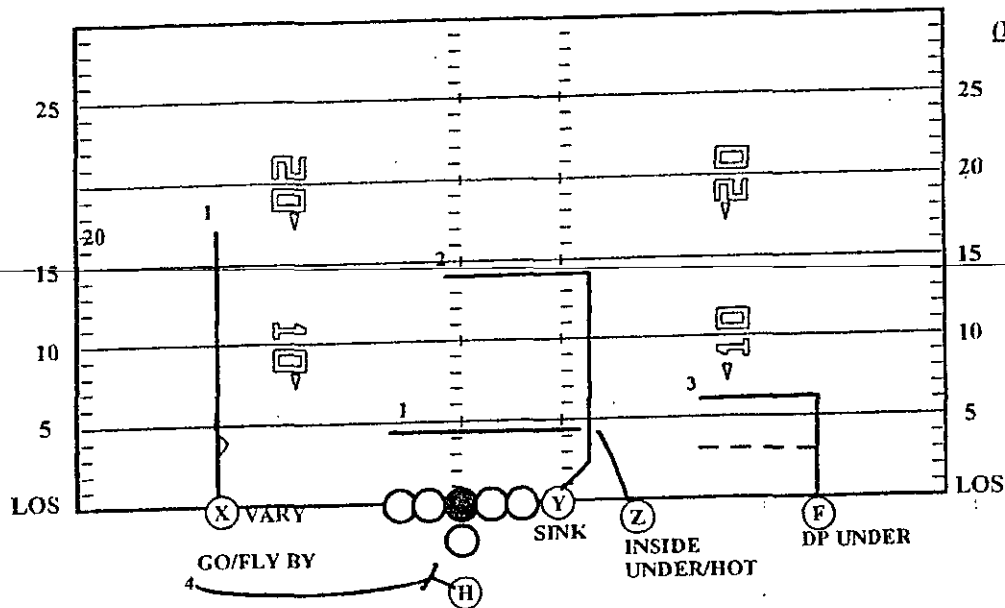
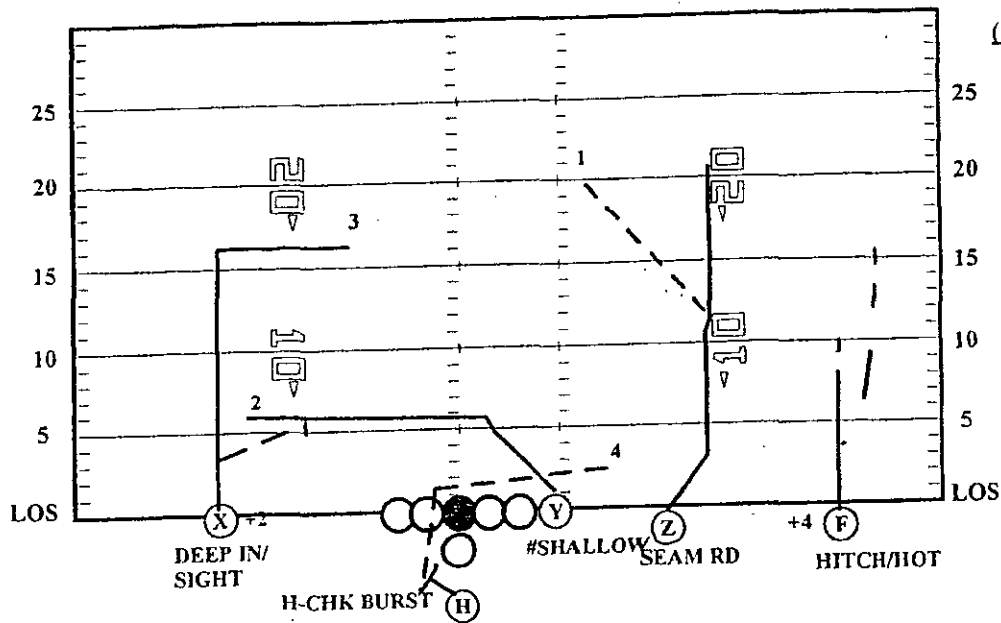


(REG/DET)-0 WK FAT

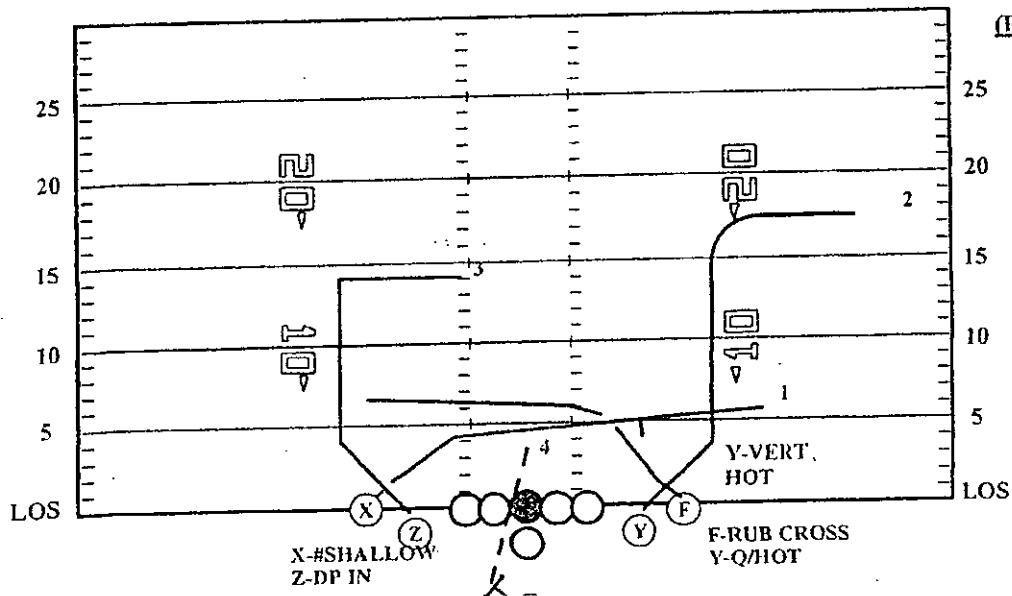
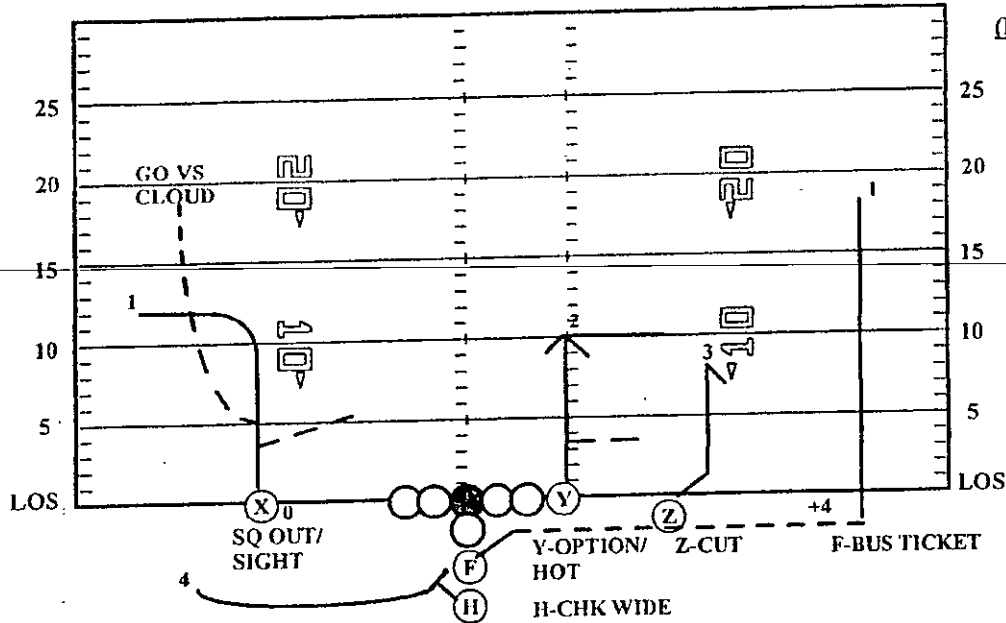
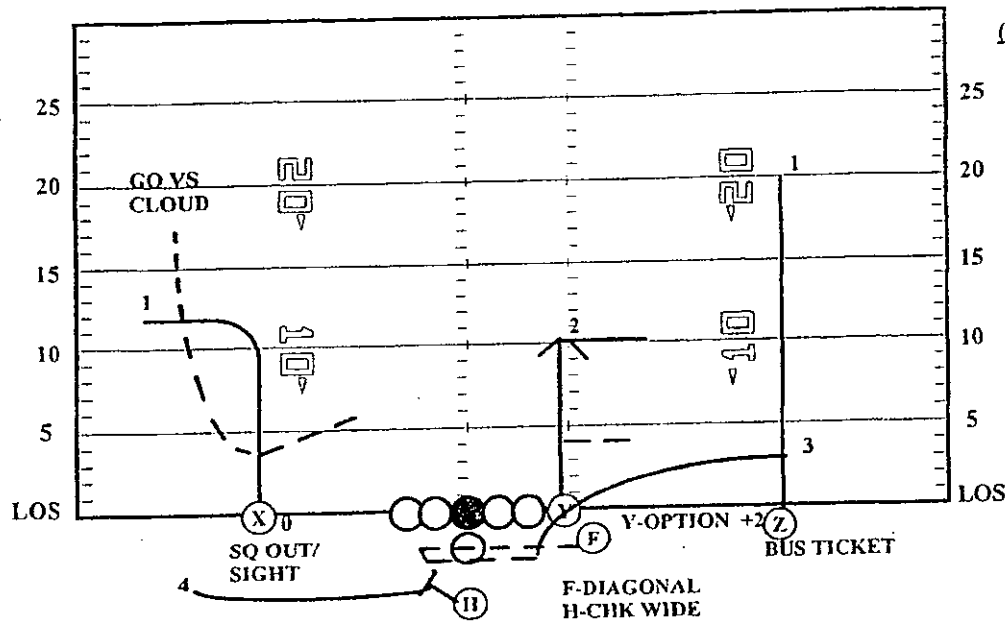
-62 Y MIDDLE READ X Q

**-SHORT BASIC-  
SIT AT 6 YRDS  
RUN INSIDE UNDER VS MAN  
CAN ESCAPE BACK OUT**

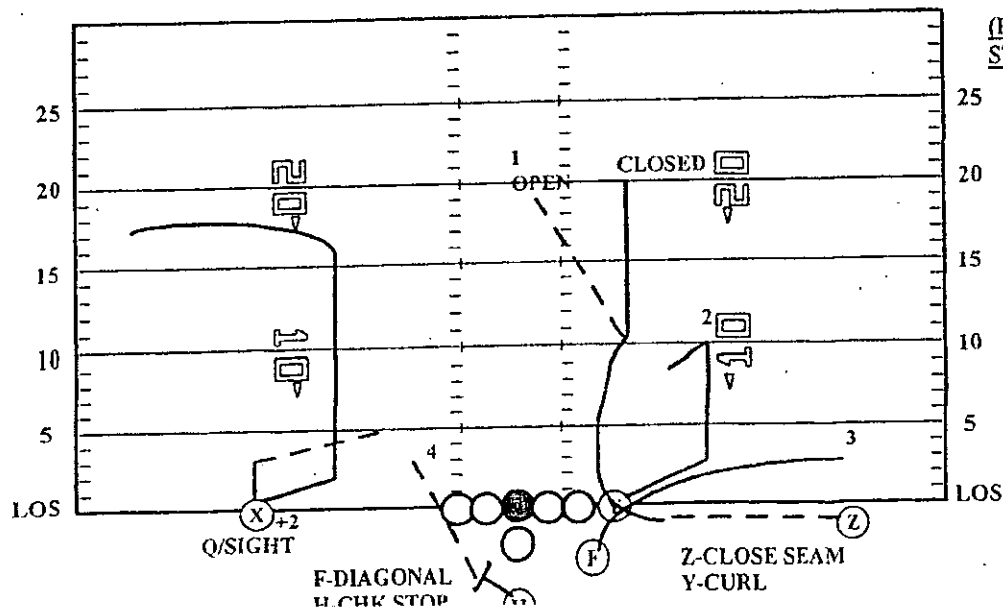
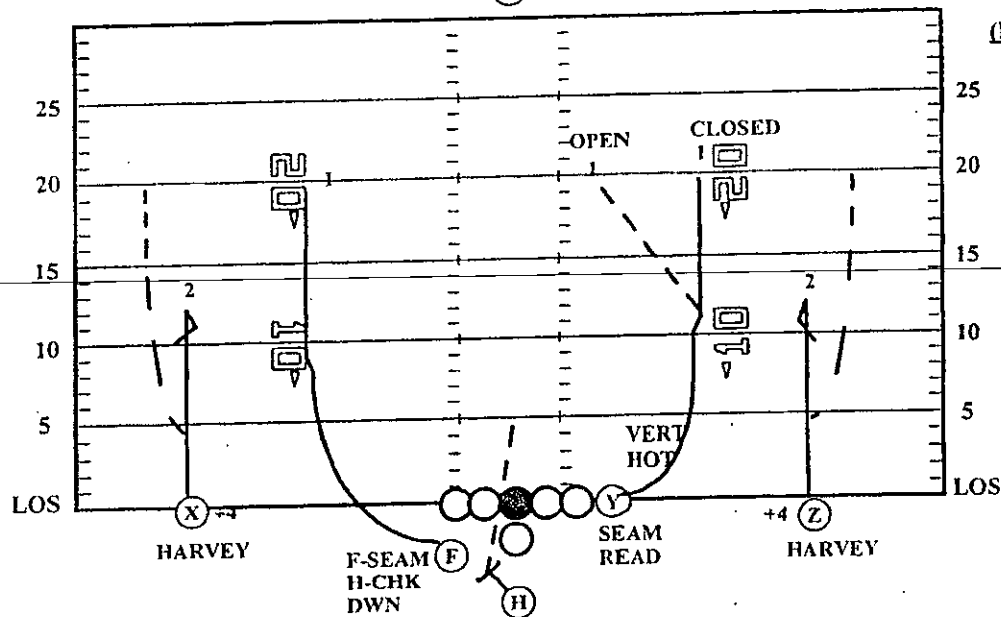
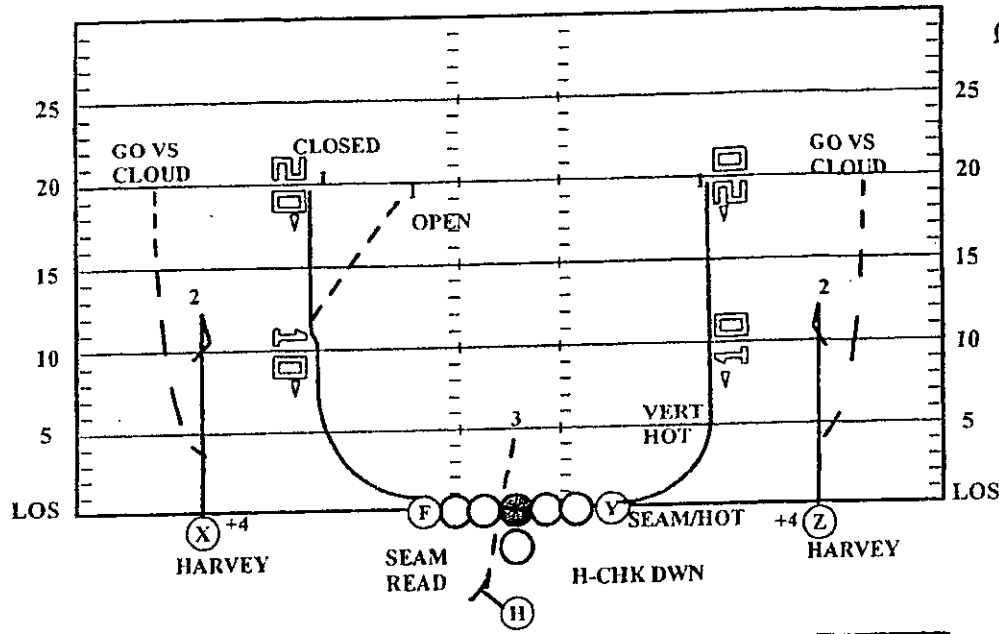
# 62 PASSES



# 62 PASSES



# 62 PASSES



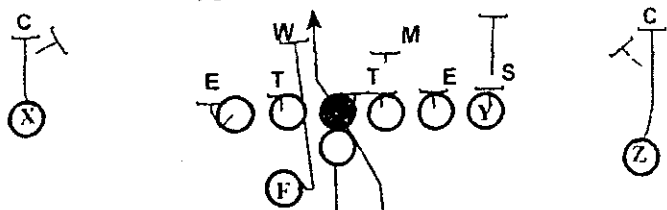


# H 45 BASE

# H 44 BASE

44 STRONG

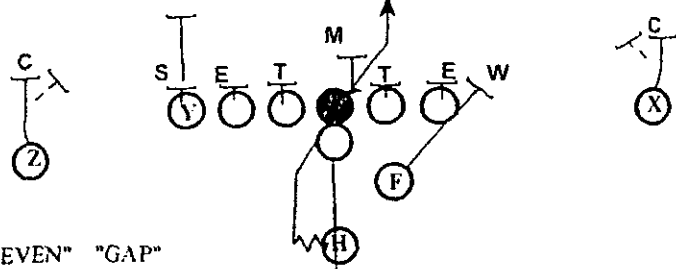
FS SS



"EVEN" ALERT HVY "RAM" "ALT RIFLE"

EVEN

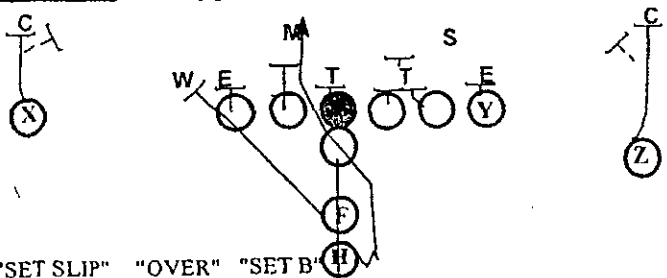
SS FS



"EVEN" "GAP"

OV ST TOM

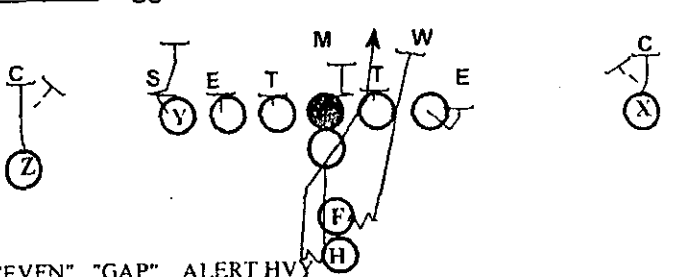
FS SS



"SET SLIP" "OVER" "SET B"

EVEK TOM

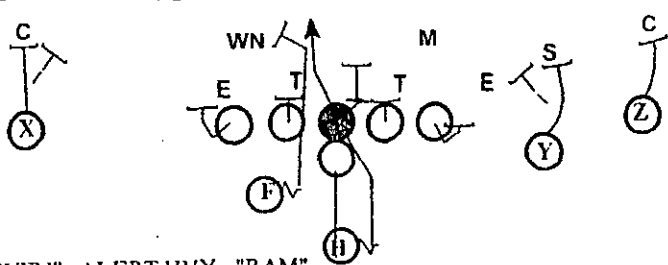
SS FS



"EVEN" "GAP" ALERT HVY

N42

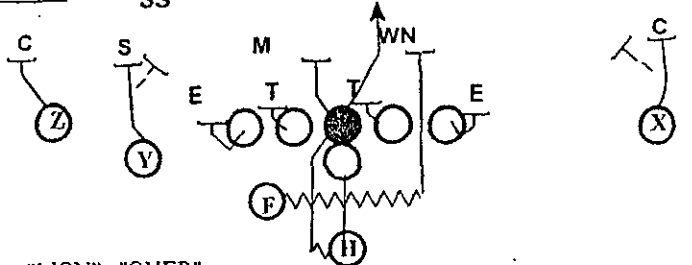
FS SS



"EVEN" ALERT HVY "RAM"

N42 OV

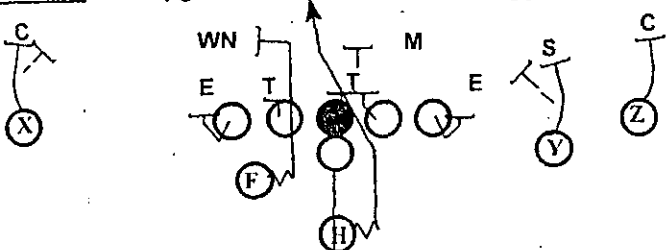
SS FS



"LION" "OVER"

N42 UND

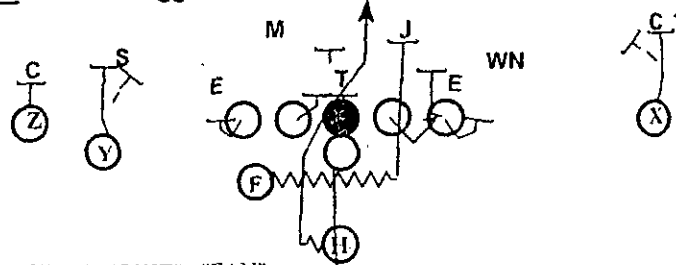
FS SS



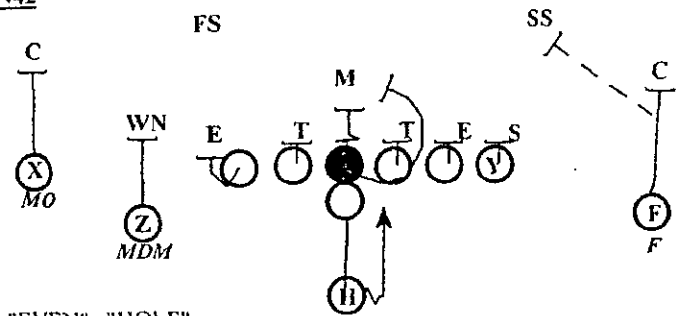
"UNDER" ALERT HVY "SET A"

N32

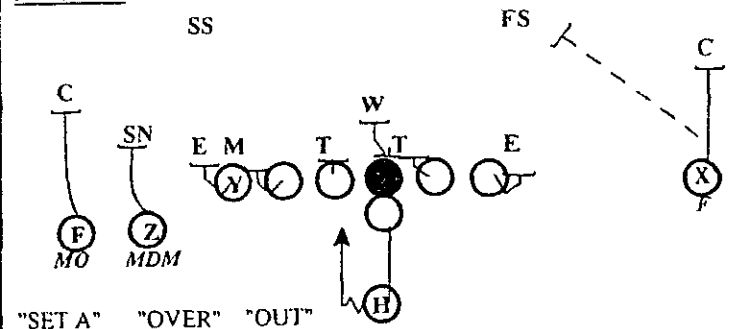
SS FS



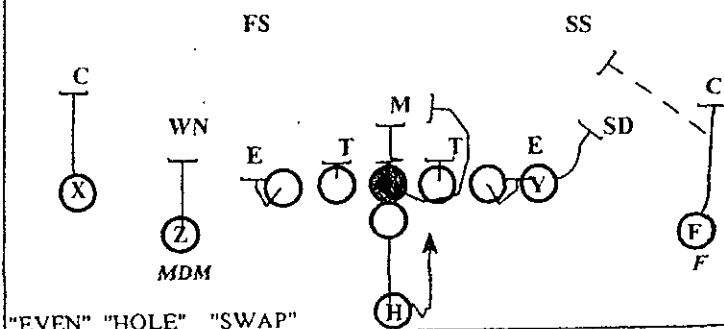
"SET A" "OKIE" "FAN"

N42

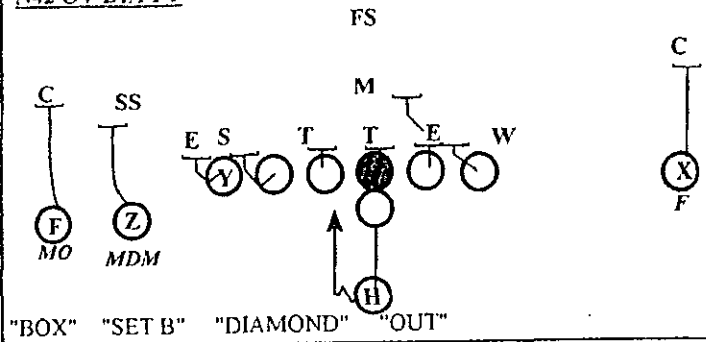
"EVEN" "HOLE"

N42OV PT

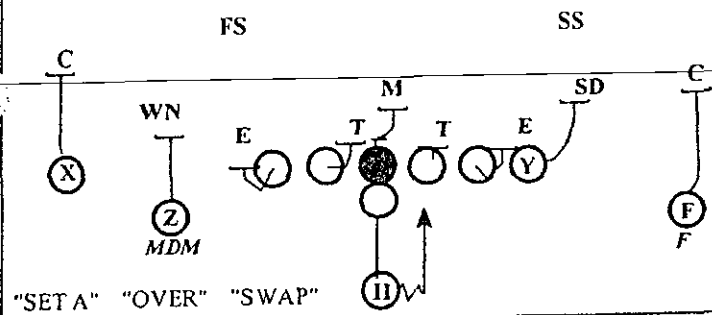
"SET A" "OVER" "OUT"

D41

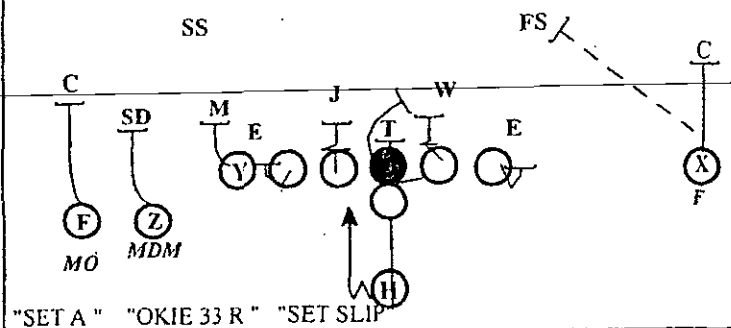
"EVEN" "HOLE" "SWAP"

N42 OV DIA PT

"BOX" "SET B" "DIAMOND" "OUT"

D41OVER

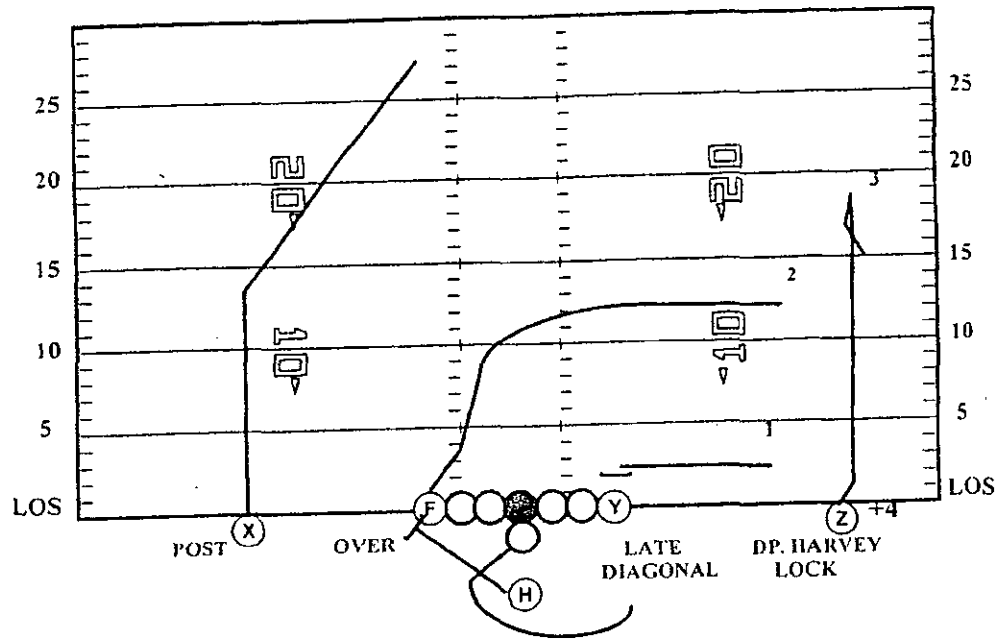
"SET A" "OVER" "SWAP"

N32

"SET A" "OKIE 33 R" "SET SLIP"

**DRAW**

# 300'S - NAKED RT/LT

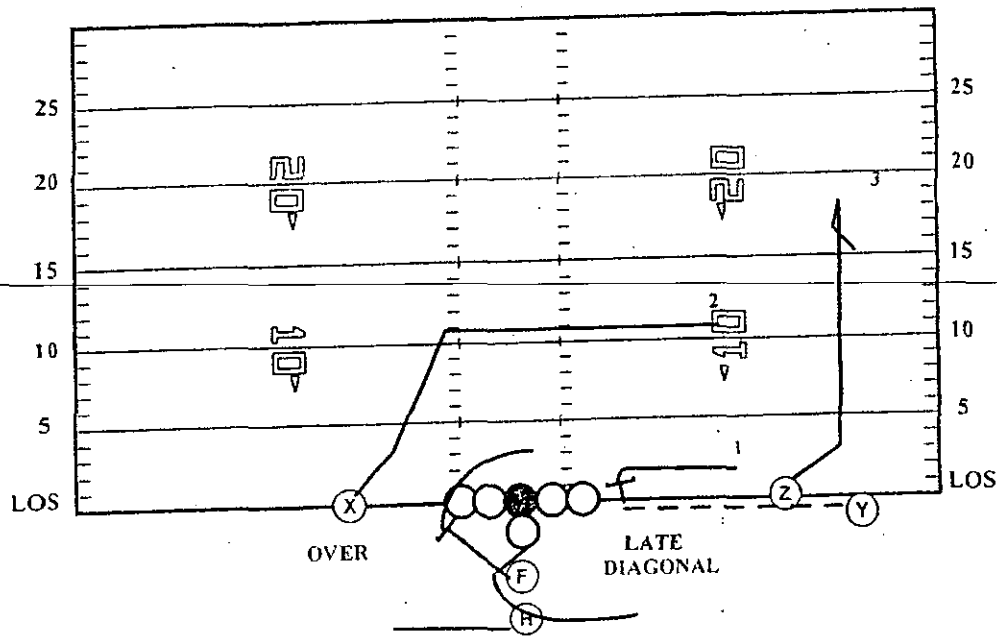


(R/D) 0 ON

SPRINT 339 NAKED RT

LOCK DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE



(R/D) 0 WIDE YING

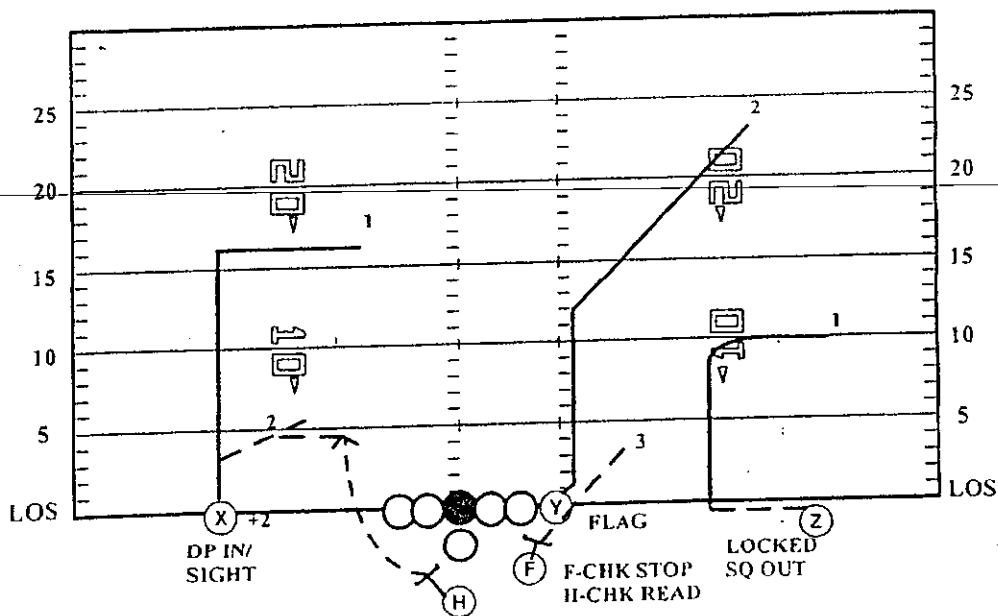
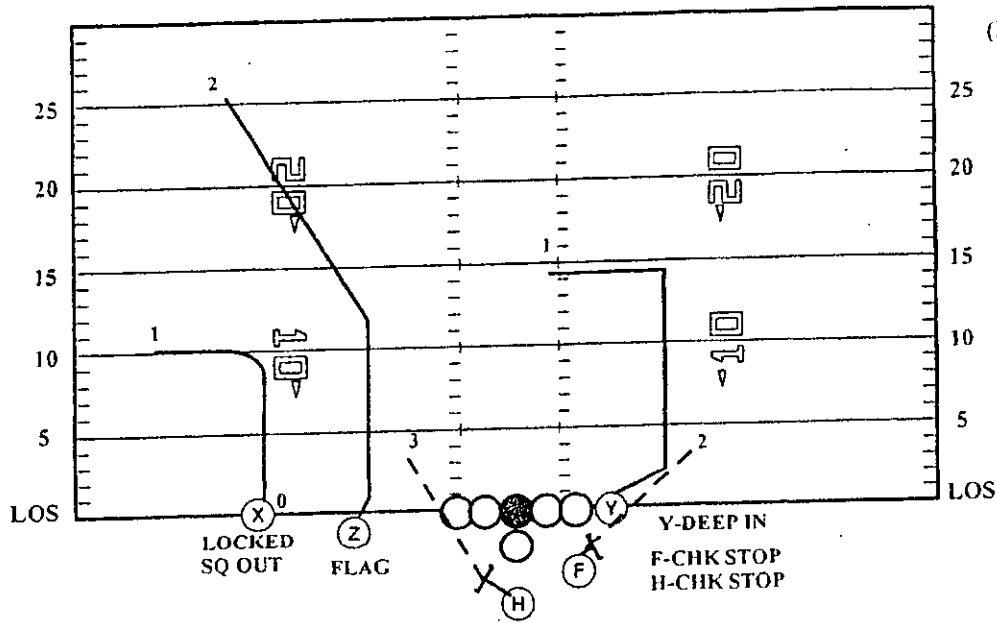
TOSS 339 NAKED RT

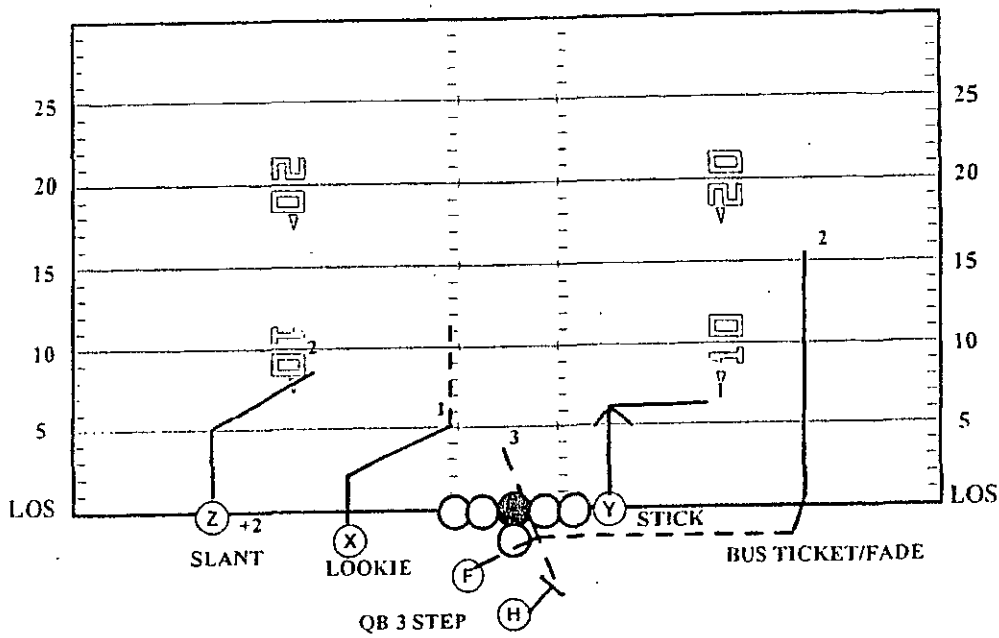
DEEP HARVEY  
OUTSIDE RELEASE

LATE DIAGONAL  
SLAM RELEASE  
TECHNIQUE



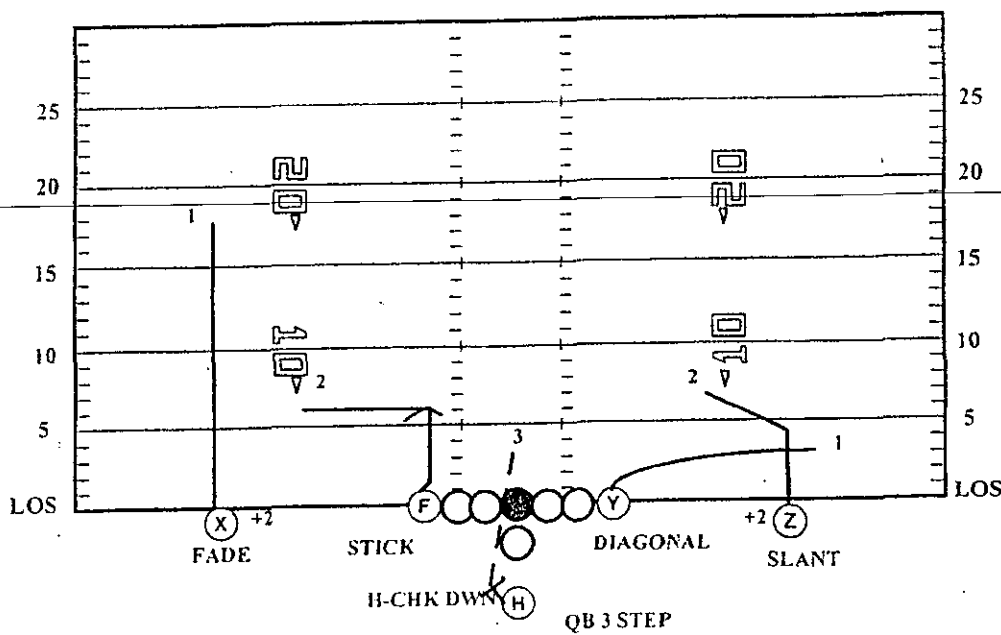
# 82 - OLE/ READ



**QUICK 52/62 - OHIO/TOSSER/D-SLANT**

(R/D/H) 0 WK OVER FAT,(0  
OUT SLOT)

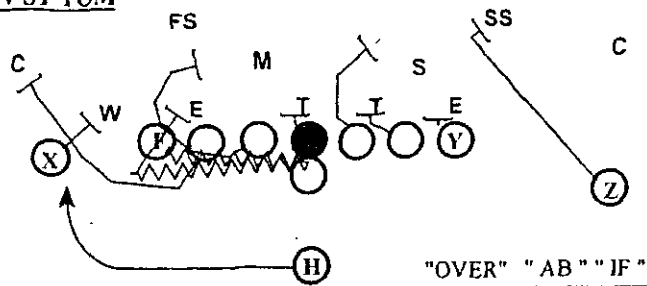
**-QK 52 OHIO / TOSSE**



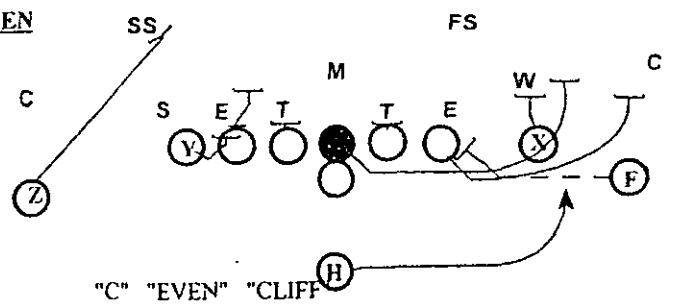
(R/D) 0 ON, (0 HALF)

**-QUICK 62 D-SLANT/OHIO**

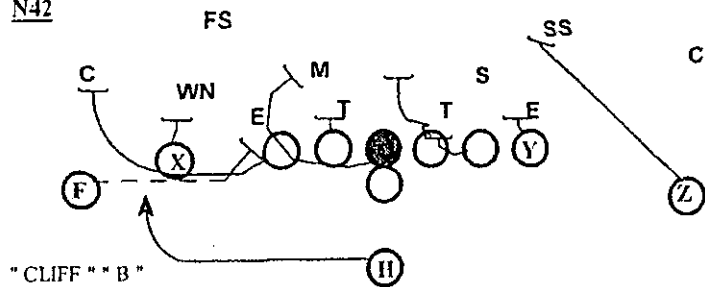
OV ST TOM



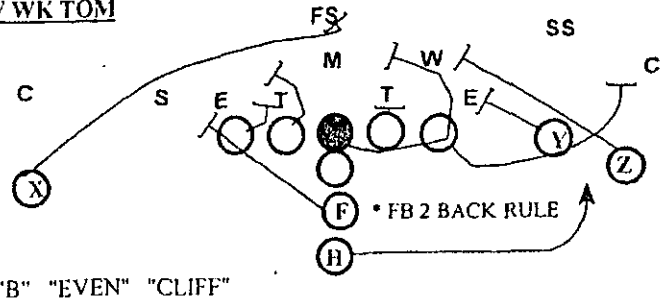
EVEN



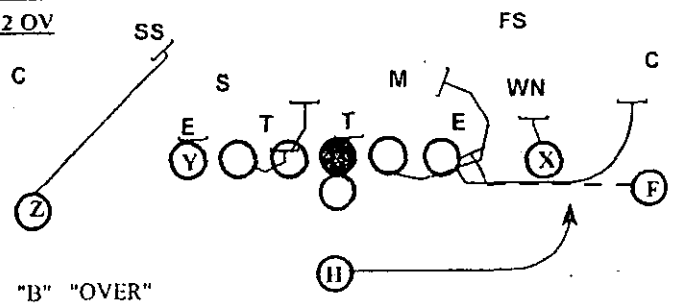
N42



EV WK TOM



N42 OV



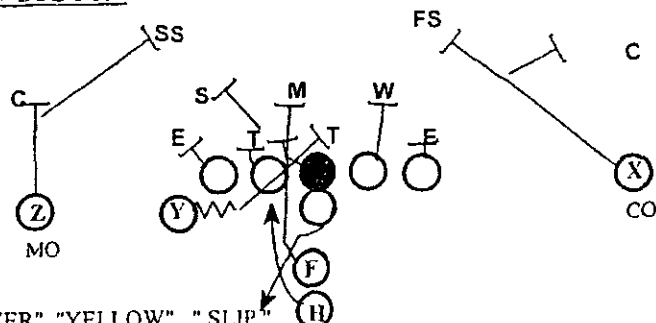
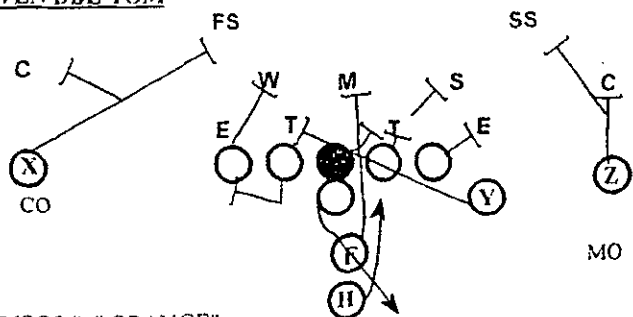


# SLANT 32 YAM

# SLANT 33 YAM

## EVEN DBL TOM

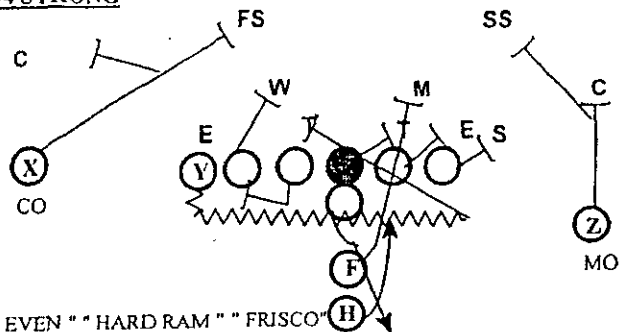
## OV DBL TOM



"FRISCO" "ORANGE"

"OVER" "YELLOW" "SLIP"

## 44 STRONG



"EVEN" "HARD RAM" "FRISCO"

# TRAINING CAMP DAY 5 INSTALL

## BASE RUNS

SLANT 32 YAM

(R/D) YAP 0

(R/D) 0 WIDE YIP

TOSS 39 CRACK

(R/D) 0 TRUMP FAP

(R/D) 0 YAP

## DROPBACK

QK 52 OHIO/TOSSER

(R/D/H) 0 WK OVER FAT

QK 62 D SLANT OHIO

(R/D) 0 ON

52 Y OUT SINK

(R/D) 0 ON (FIG)

50 GLANCE F DO IT

(R/D) 0 ON

82 (X) OLE/READ

(R/D/B3) 0 STR SLOT, 0 STR ZING

## PLAY ACTION

R-134 Z DOMINO

(R/D) 0 STR ZING

R-134 Z DIG

(R/D/B3) 0

SPRINT 138 SELL IT (X/Z) PYLON

(R/D) 0 ON (FIG)

258 DISCO

(R/D/H) GUN TRIPS RT

TOSS (SPRINT) 339 NAKED RT

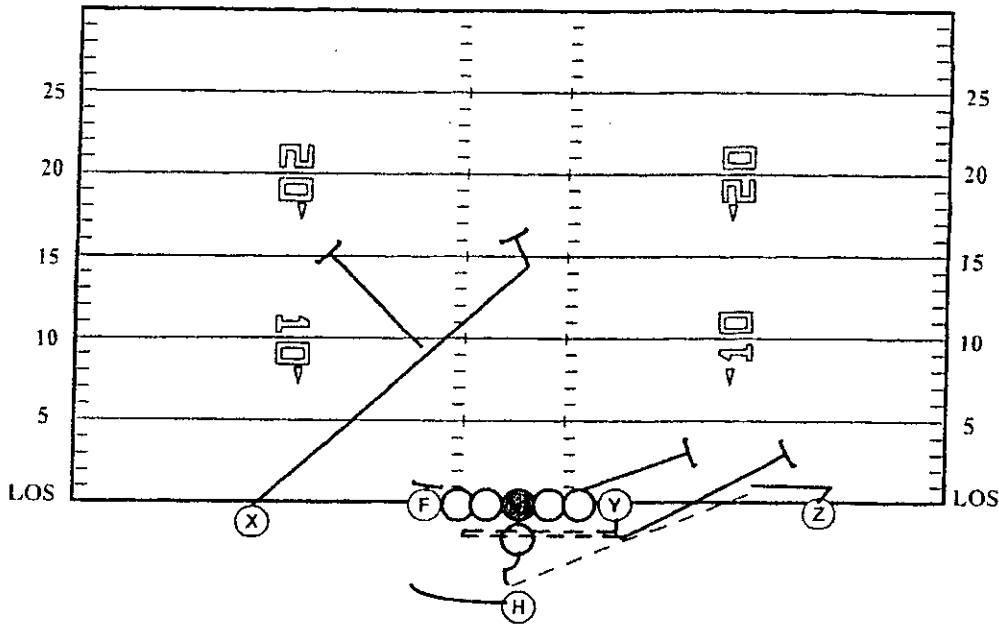
(R/D) 0 ON, 0 WIDE YIP

## SPECIAL

TOSS 38 GATOR HB PASS

(D/H) 0 TRUMP

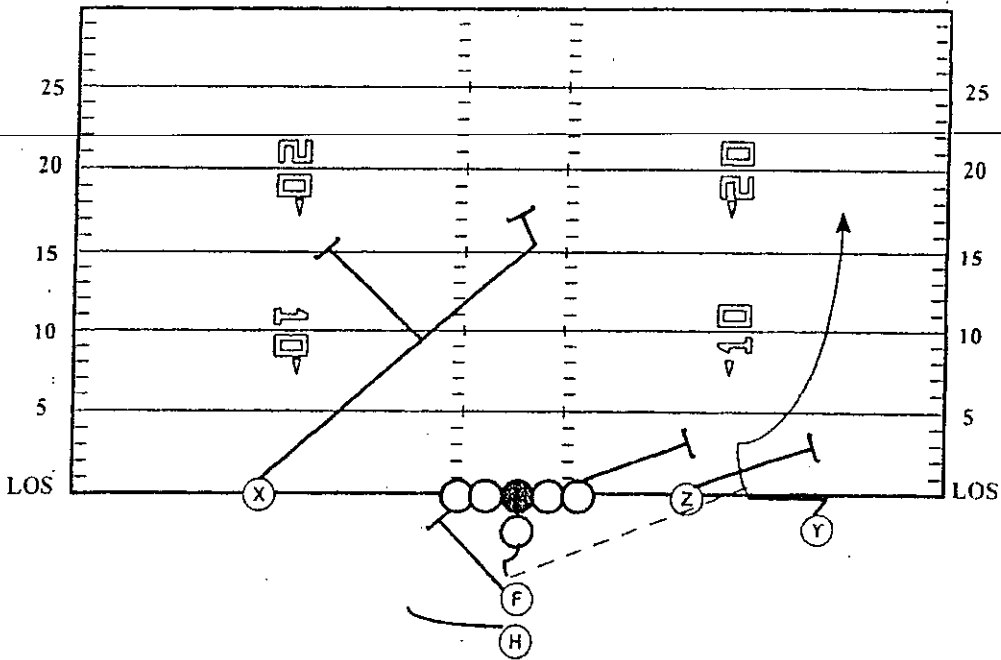
## T 39 ROCKET SCREEN



R/D) 0 ON YIG

-T 39 ROCKET SCRN RT Z

**-RECEIVER- BALL IN MID OR  
RT HASH CATCH AT OUTSIDE  
EDGE OF #'S**  
**BALL ON LEFT HASH CATCH  
ON INSIDE EDGE OF #'S**

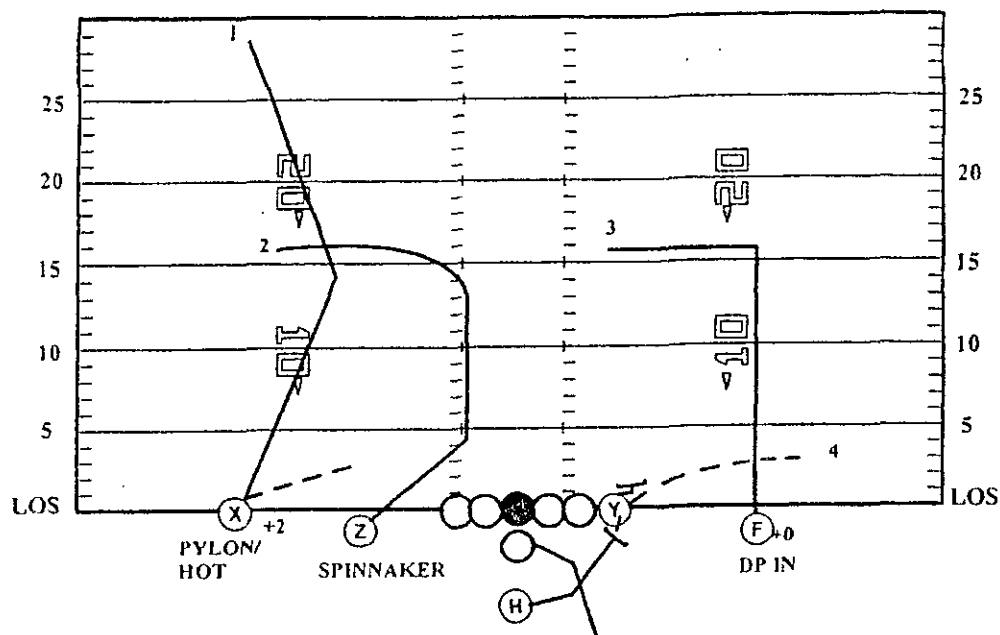


(R/D) 0 SPLIT WIDE

-T 39 ROCKET SCRN RT Y

**-RECEIVER- BALL IN MID OR  
RT HASH CATCH AT OUTSIDE  
EDGE OF #'S**  
**BALL ON LEFT HASH CATCH  
ON INSIDE EDGE OF #'S**

# SPRINT 138 BOOK IT - SPINNAKER, PIPE

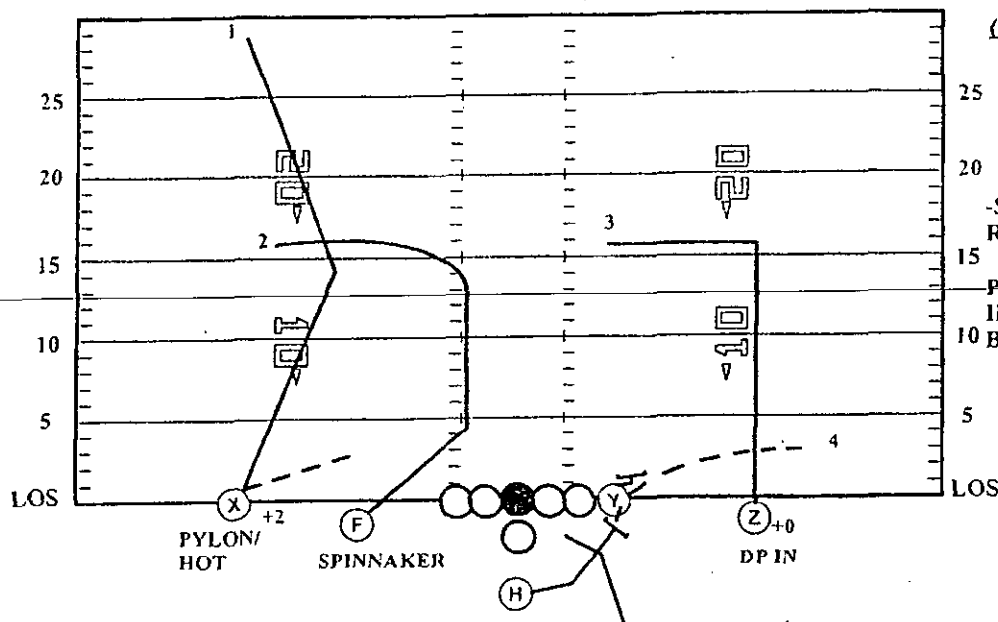


(R/D/H) 0 OUT SLOT

-SPRINT 138 BOOK IT  
Z SPINNAKER

-SPINNAKER  
RELEASE INSIDE HASH

PYLON  
INSIDE RELEASE TO 14YRDS  
BACK PYLON AIMING PT

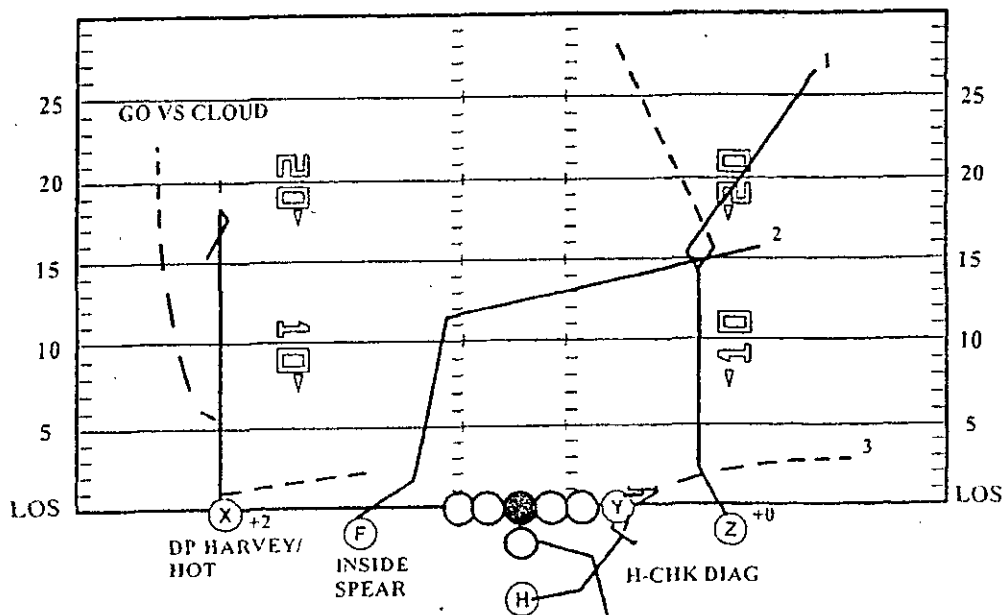


(R/D/H) 0 HALF

-SPRINT 138 BOOK IT  
F SPINNAKER

-SPINNAKER  
RELEASE INSIDE HASH

PYLON  
INSIDE RELEASE TO 14YRDS  
BACK PYLON AIMING PT



(R/D/H) 0 HALF

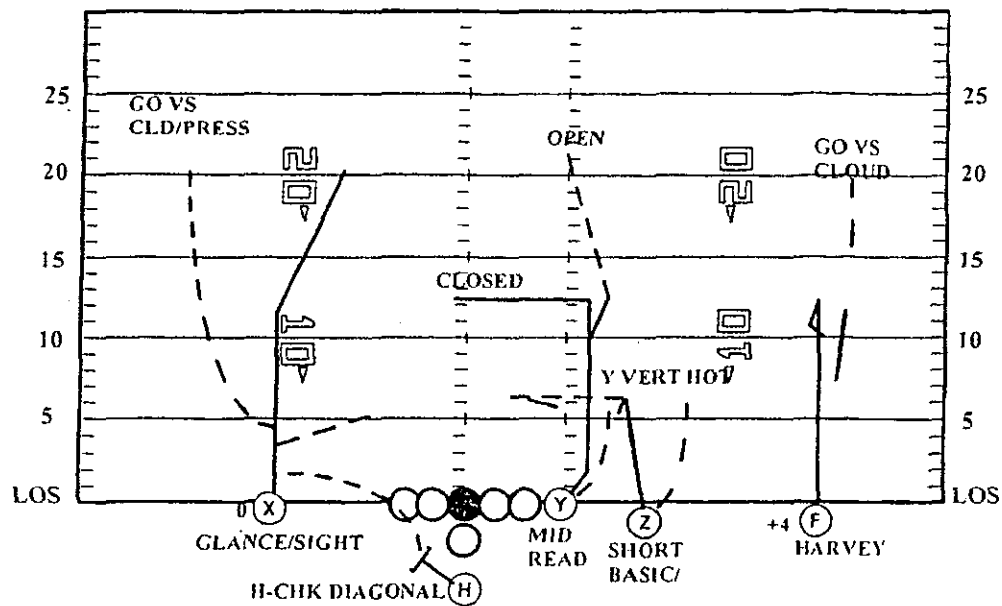
-SPRINT 138 BOOK IT  
Z PIPE

QB/HB GREAT FAKE

NO REDIRECT ON BOOK IT

-PIPE-READ NEAR HIGH  
DEFENDERS TECH.

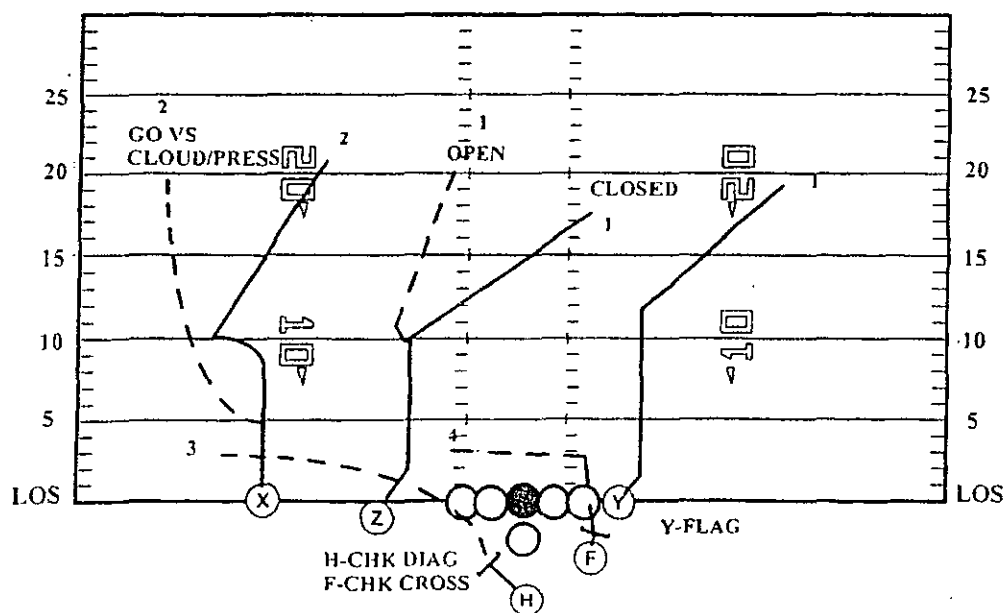
## 62 - Y MIDDLE READ



(R/D/H) 0 OUT

-62 Y MIDDLE RD X GLANCE

## 82 - X TOPPER

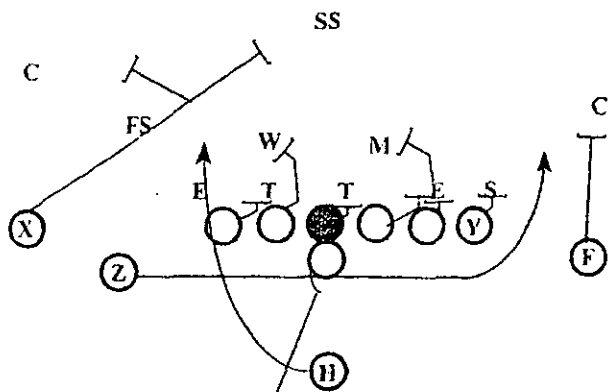


(R/D) 0 STR SLOT

-82 X TOPPER BACKS LT

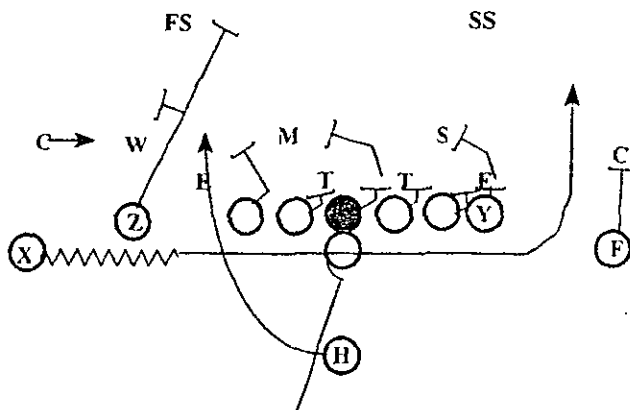
# SPEED SPRINT RT

UND WK TOM



"AB" "SLIP"

OV DBL TOM



"SCOOP" "GAP A"

## DESCRIPTION:

MOVING SPEED HANDOFF TO A RECEIVER, WE WILL BLOCK ZONE RULES, THE RUNNER OUT RUNS ANY ANGLES.

QB

OPEN AWAY FROM CALL - STAY ON LOS. GIVE BALL TO RECEIVER IN MOTION AND THEN FAKE RIDE 35 WEAK.

F

BLOCK MAN ON/ FORCE RULES.

H

ALIGN YOUR HEELS AT 7 YARDS AND ALLOW BALL CARRIER TO CROSS YOUR FACE. OPEN CROSSOVER AND TAKE YOUR FAKE TO EMOL.

## BACKSIDE

## FRONTSIDE

ALERT: A GAP A AND AB CALLS.

ALERT: B, AB AND SIFT CALLS.

C

ALERT: A, AB, GAP A CALLS, CHIP CALLS.

G

ALERT: GAP A, SLIP AND CHIP CALLS.

T

ALERT: SCOOP, SLIP CALLS, "ALERT OUT".

Y

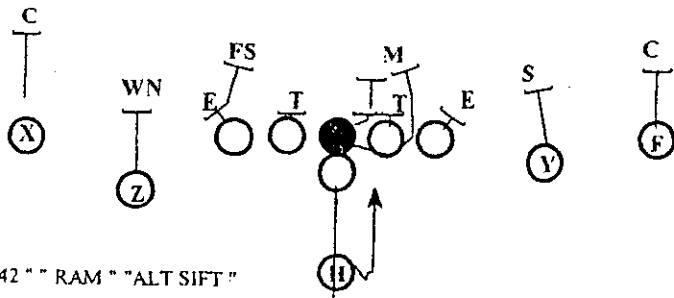
ALERT SCOOP, SLIP AND OUT CALLS.

N 40

N 41

N42

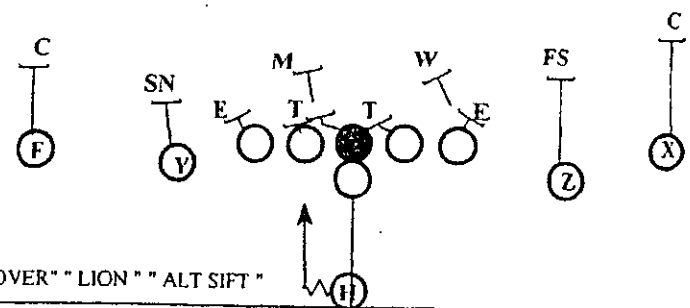
SS



" 42 " " RAM " "ALT SIFT "

N42OV

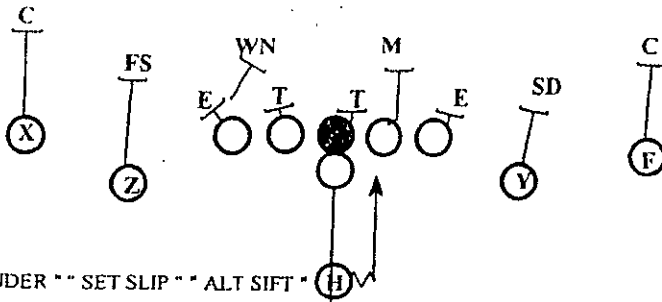
SS



"OVER" " LION " " ALT SIFT "

D42 UNDER

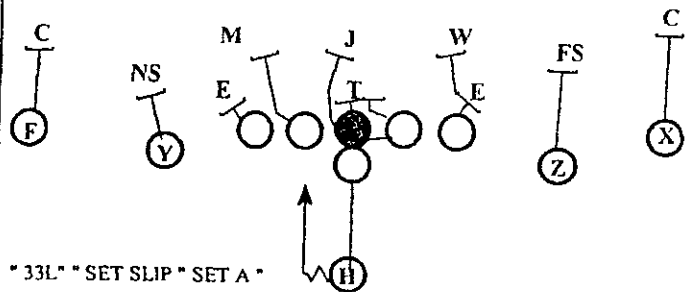
SS



" UNDER " " SET SLIP " " ALT SIFT "

N33 STK

SS

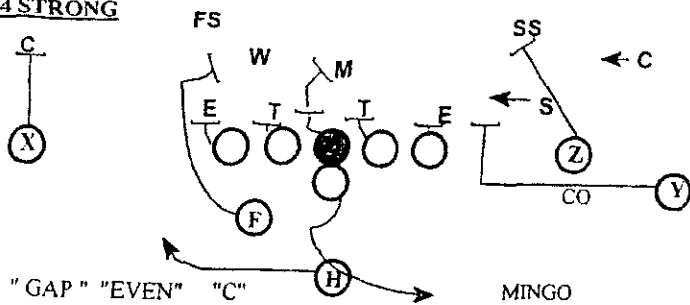


" 33L " " SET SLIP " SET A "

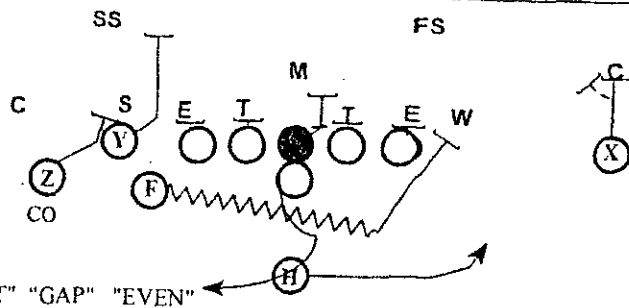
# TOSS 39 BASE

# TOSS 38 BASE

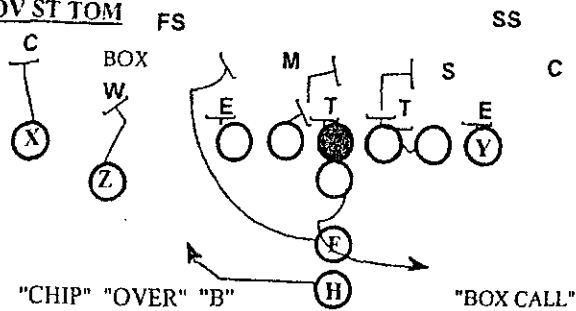
44 STRONG



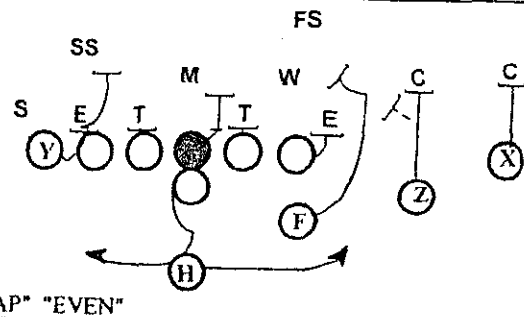
EVEN



OV ST TOM



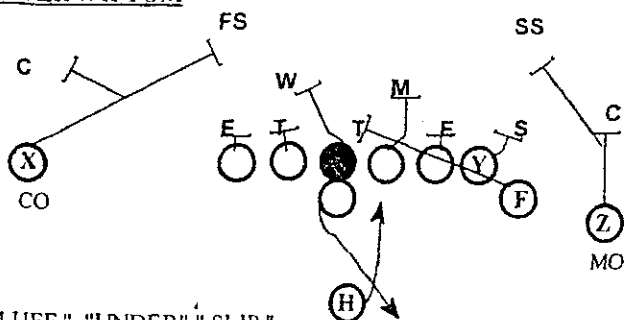
EV WK TOM





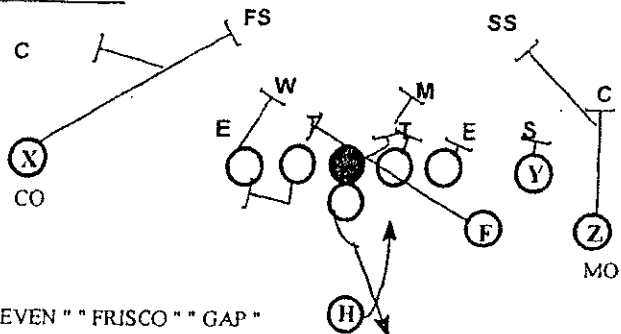
# SLANT 32 BONG

## UNDER WK TOM



"BLUFF" "UNDER" "SLIP"

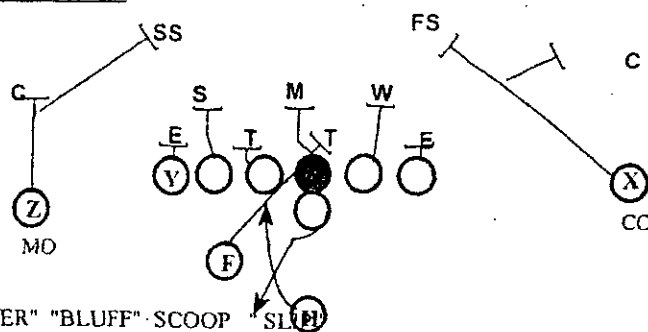
## 44 STRONG



"EVEN" "FRISCO" "GAP"

# SLANT 33 BONG

## OV DBL TOM



"OVER" "BLUFF" "SCOOP" "SLIP"

# TRAINING CAMP DAY 4 INSTALL

## BASE RUNS

SLANT 32 BONG (ALERT)	(R/D) (YAP) 0 STR (R/D) 0 ON (FAP)
TOSS 39 BASE	(R/D) (YAP) 0 WK (R/D) 0 WIDE YIP
N-40 "KILL" 62 ALL GO	(R/D/H/B3) 0 SPLIT WIDE (R/D/H) SPREAD RT

## DROPPACK

62 RED	(R/D/B3) 0 TRUMP FIG
QK 90 FADE (VENUS)	(R/D/H) 0 HALF
62 ALL GO (Y)	(R/D/H) 0 WK SLOT FAT (R/D/H) 0 WK (Y)
62 Y MIDDLE READ X GLANCE	(R/D/H) 0 OUT
82 X TOPPER BACKS LT	(R/D) 0 STR SLOT

## PLAY ACTION

<u>SPRINT 138 BOOK IT SPINNAKER</u>	(R/D/H) 0 OUT SLOT, 0 HALF
<u>SPRINT 138 BOOK IT Z PIPE</u>	(R/D/H) 0 HALF
SPIDER 137 X SNAG	(R/D) 0 WK SLOT
228 Z SAIL	(R/D/H) 0 OUT

## SCREEN

<u>TOSS 39 ROCKET SCREEN Z (Y)</u>	(R/D) 0 ON YIG, 0 SPLIT WIDE (Y)
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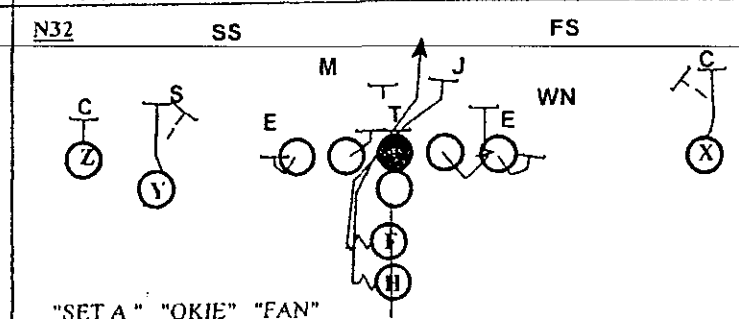
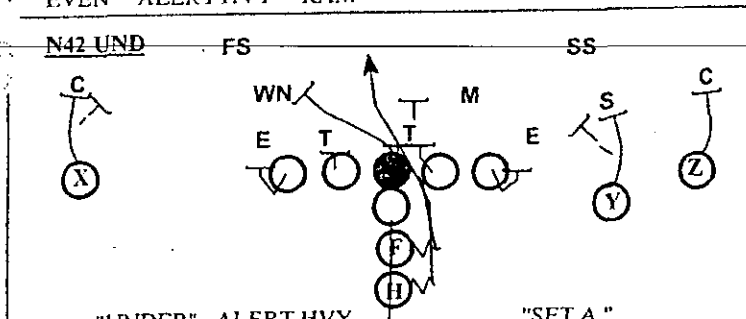
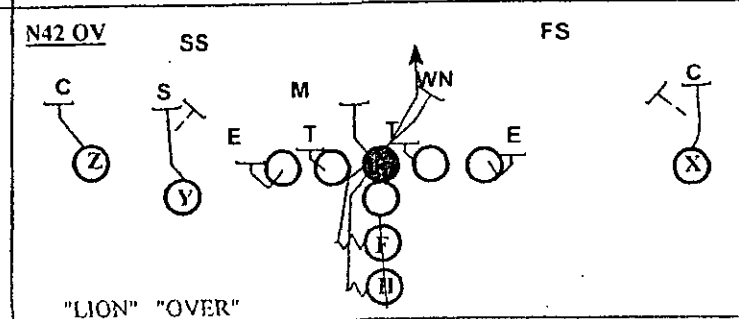
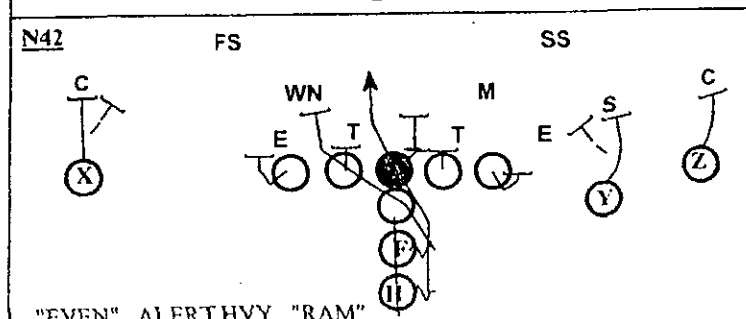
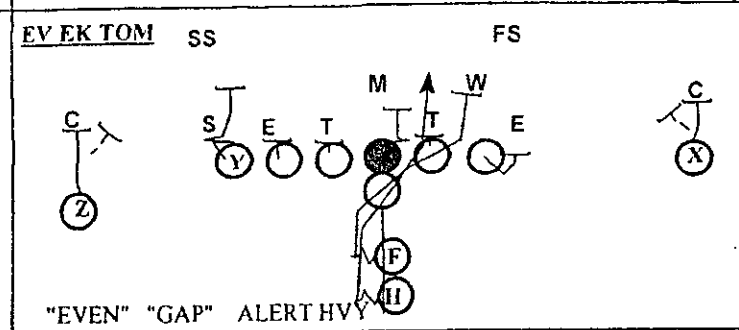
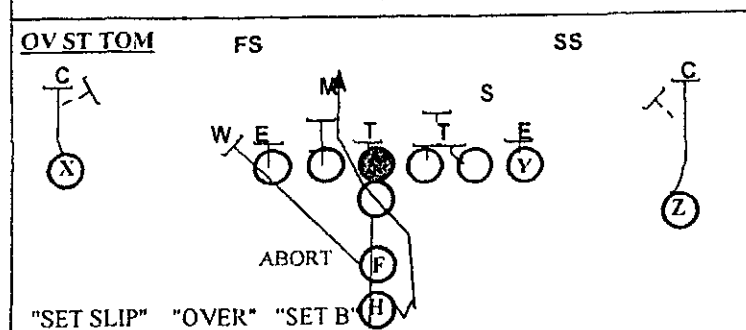
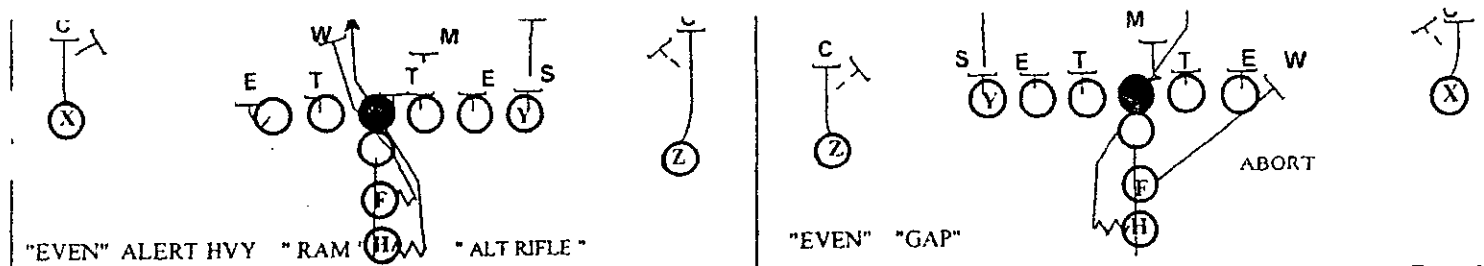
## SPECIAL

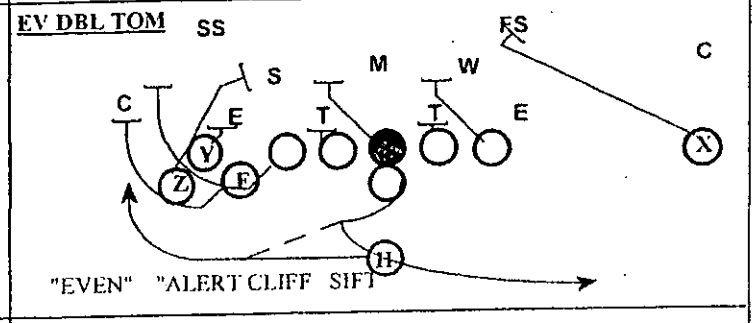
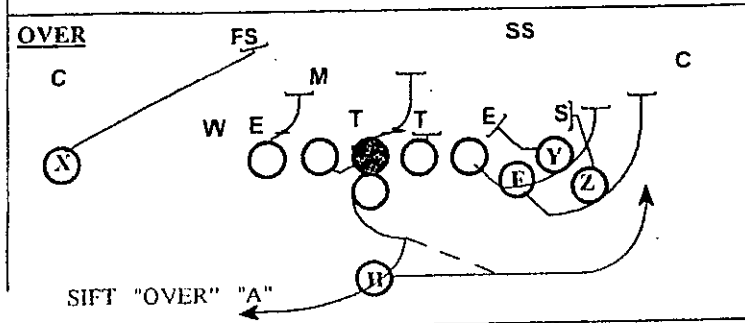
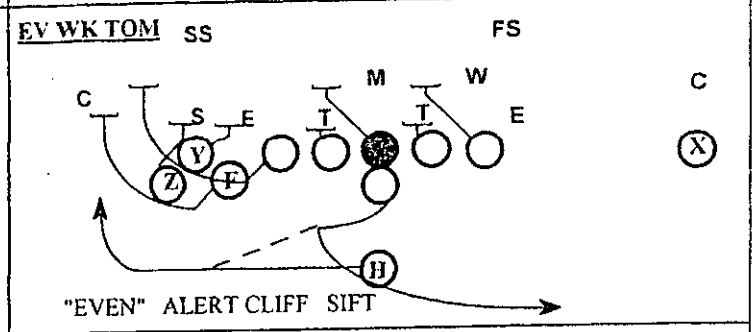
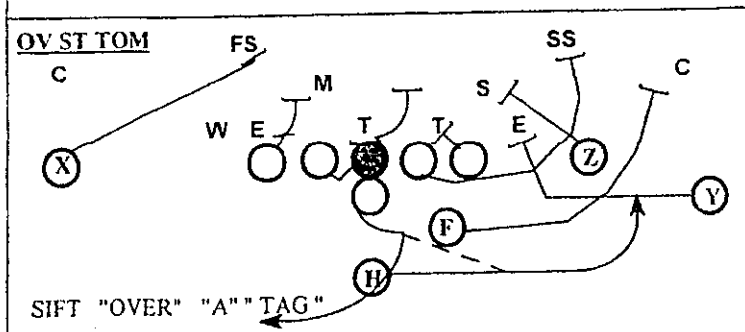
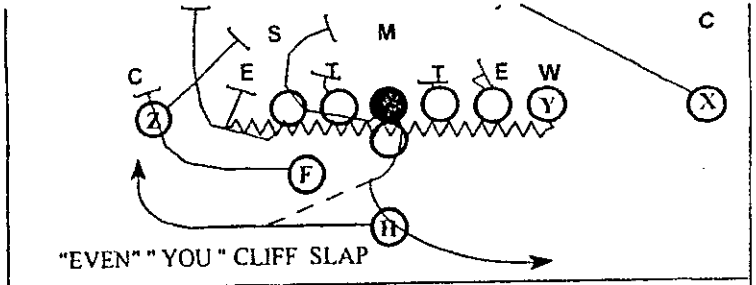
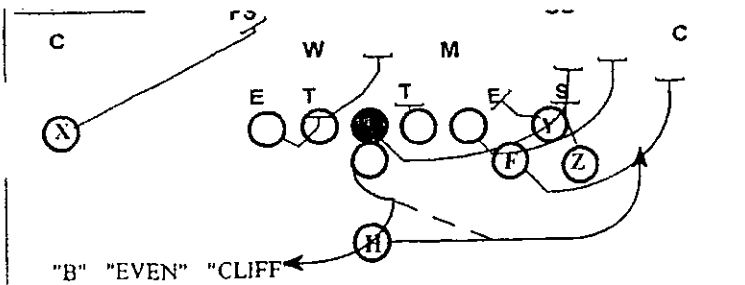
<u>SPEED SPRINT RT TO Z</u>	(H) 0 OUT SLOT ZAC
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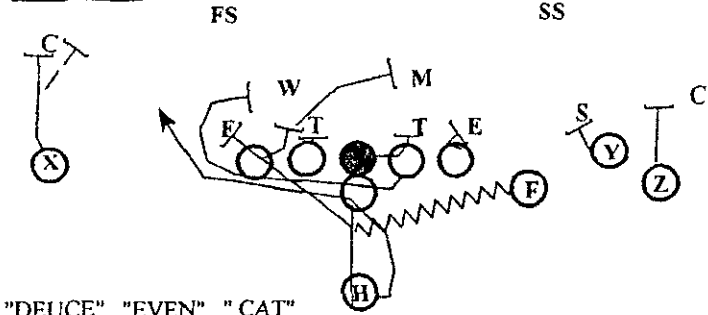




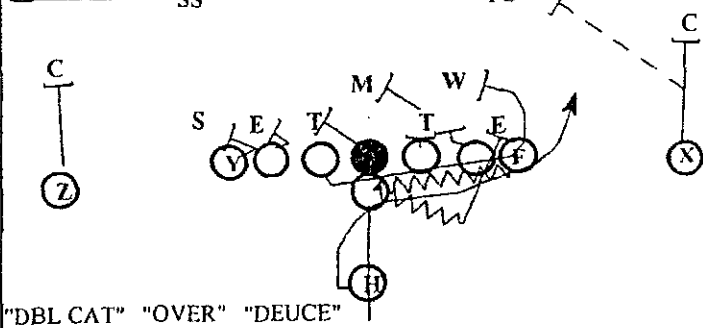




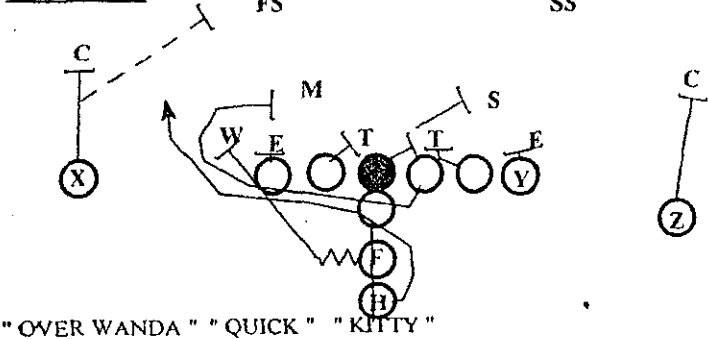
44 STRONG



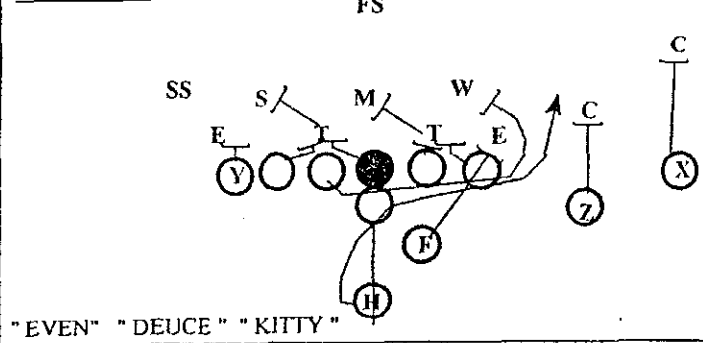
EV WK TOM



OV ST TOM

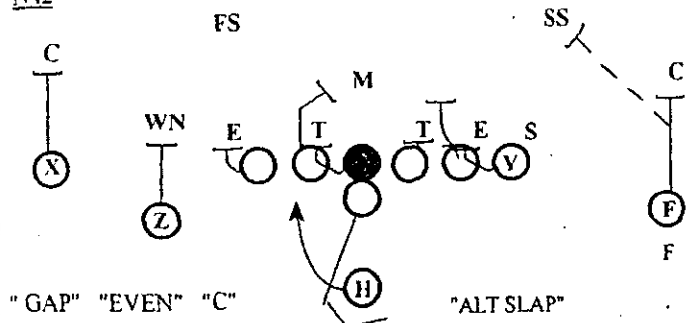


EV DBL TOM

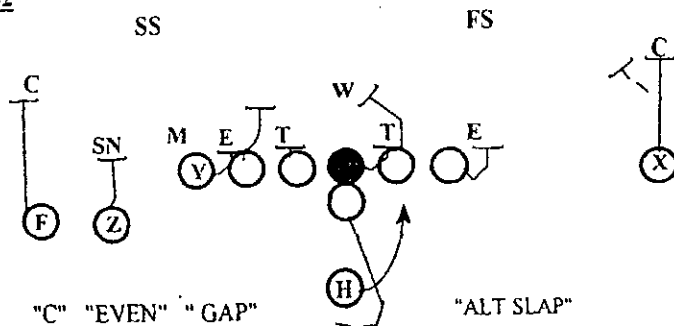




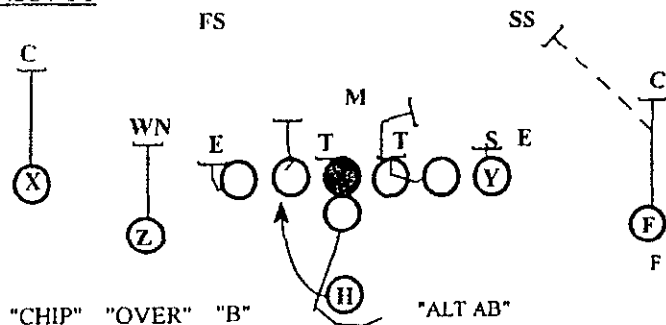
N42



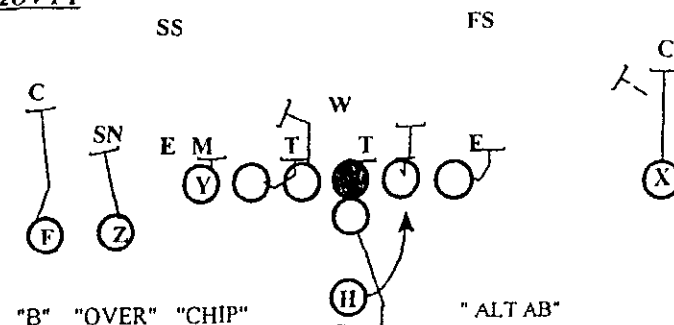
N42



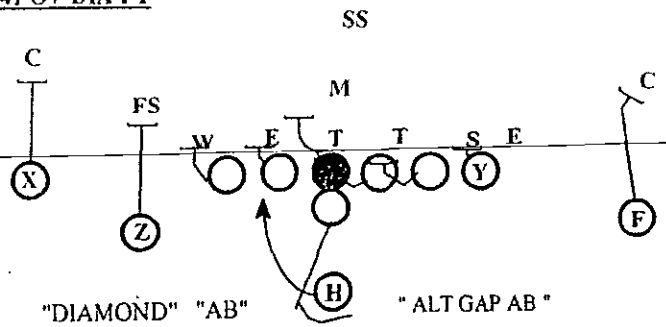
N42OV PT



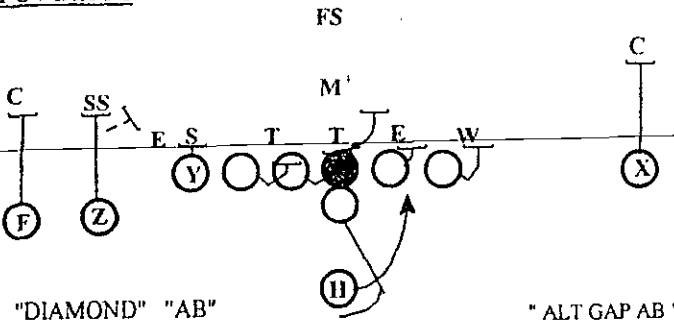
N42OV PT



N41 OV DIA PT



N41 OV DIA PT



# TRAINING CAMP DAY 3 INSTALL

## BASE RUNS

R-35 WK "K" SPR 38 TED

(R/D/H) 0 HALF

(R/D/H) 0 OUT SLOT

T-38 GATOR

(R/D) 0 ON SWITCH FAP

(R/D/B3) 0 STR WIDE YIP

MID 35 KICK

(R/D) (YAP) 0 WK (SLOT), 0 ON (YIG, FIG)

(R/D/B3) 0 TRUMP FIGI

H 45 BASE OPPOSITE

(R/D) 0 (WIDE YIP)

(R/D) 0 FLOOD FIGI

## DROPPACK

50 HITCH X ESCAPE (STING)

(R/D/H) 0 WK

80 HARVEY PATRIOT

(R/D) 0 STR FAX, 0 ON

62 INDY

(R/D) 0 WK FAT, (R/D/H) 0 OUT

62 Y OPTION

(R/D/H) 0 OUT

## PLAY ACTION

JAB 144 CTR DBL (Q/STRUT/DEEP HARVEY)

(R/D) 0 ON (FIG)

SLANT 130 D CURL

(R/D) 0 STR SLOT ZAC

218 SMASH

(R/D) 1 WK SLOT

R-335 NAKED RT.

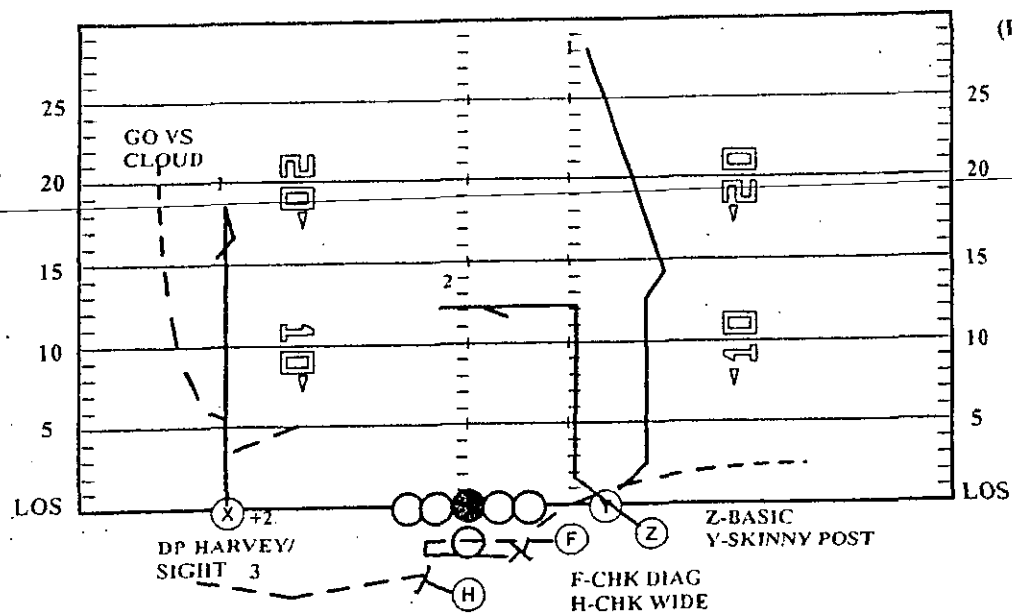
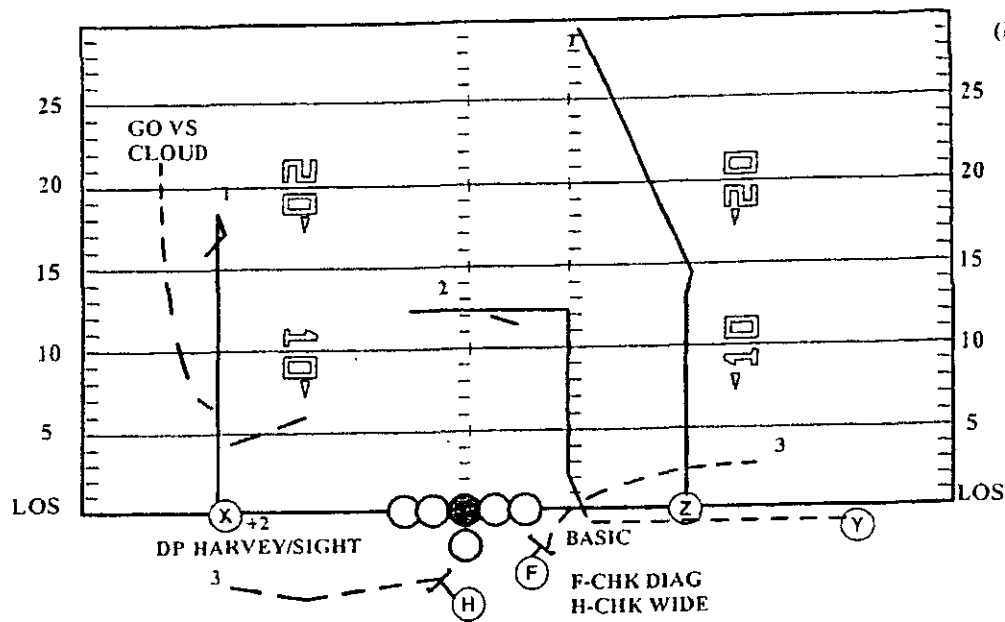
(R/D) (YAC) 0 WK

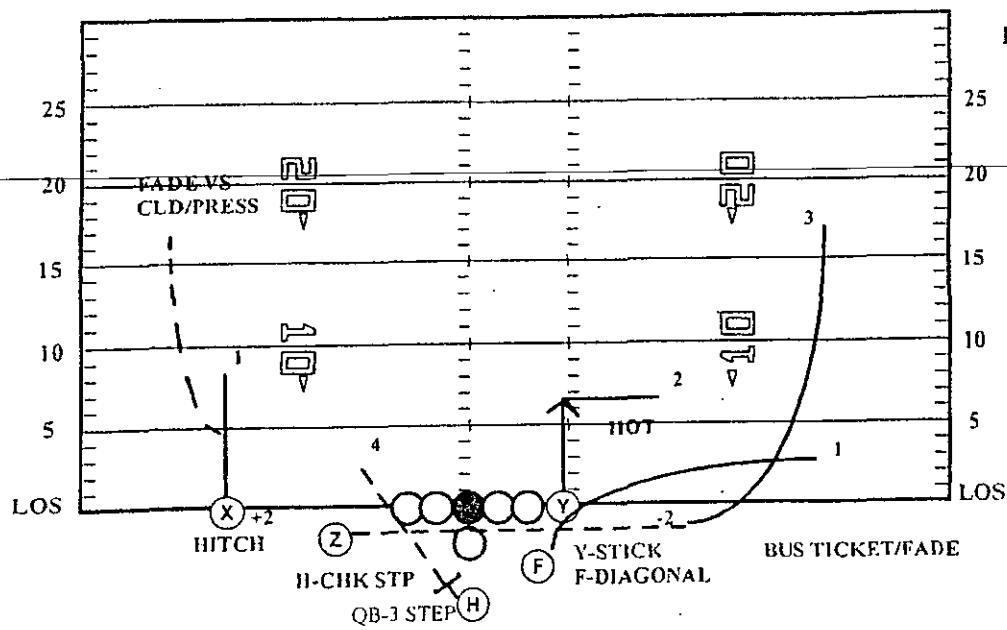
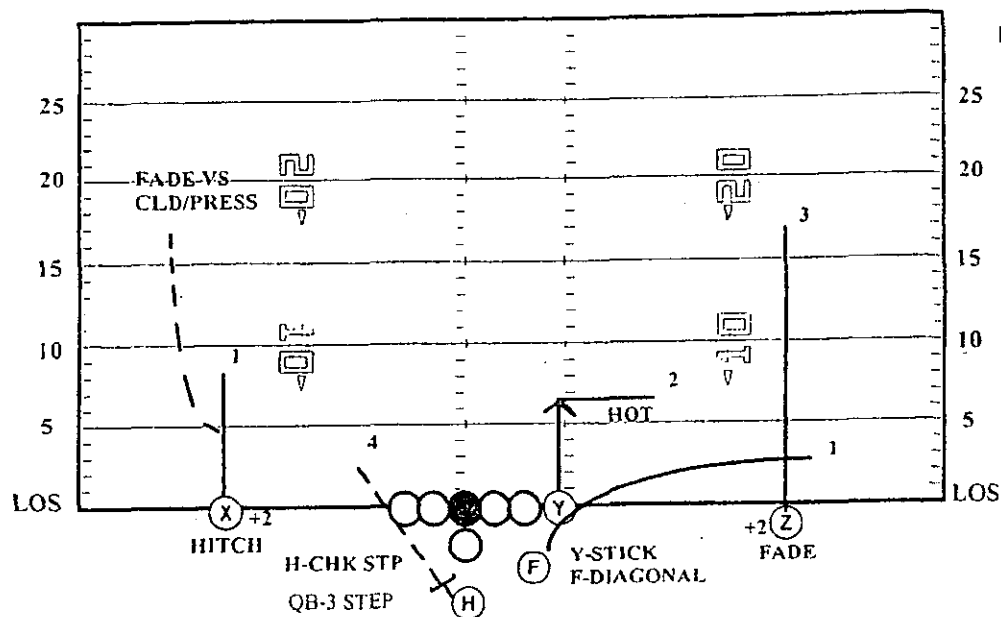
## SPECIAL

R-34 CUTBACK FLEE FLICKER

(R/D) 0 ON (FIG)



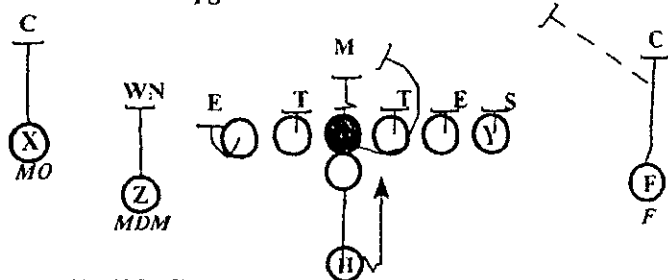




N42

FS

SS

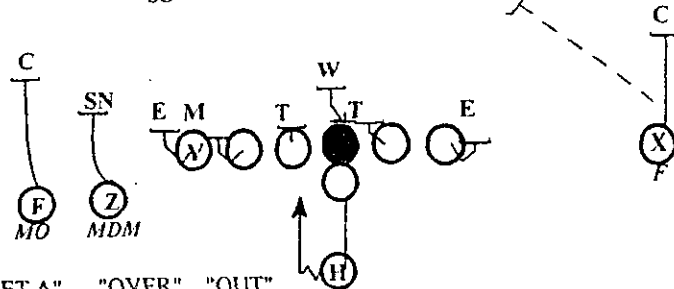


"EVEN" "HOLE"

N42OV PT

SS

FS

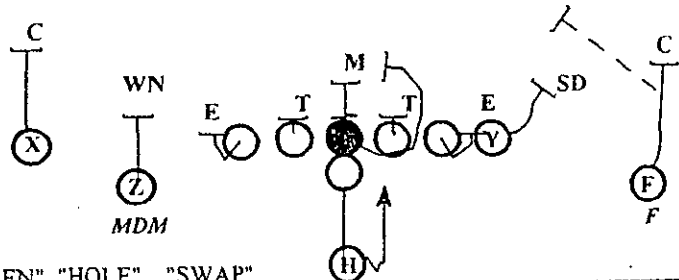


"SET A" "OVER" "OUT"

D41

FS

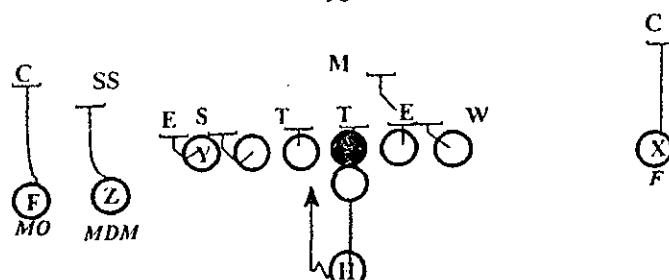
SS



"EVEN" "HOLE" "SWAP"

N42 OV DIA PT

FS

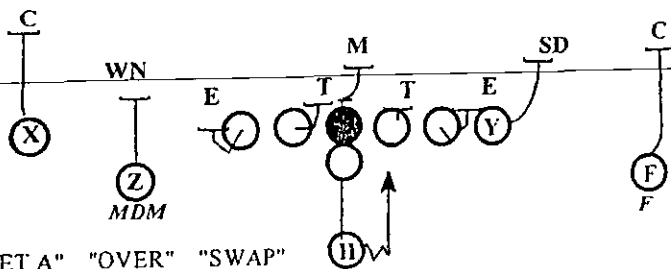


"BOX" "SET B" "DIAMOND" "OUT"

D41OVER

FS

SS

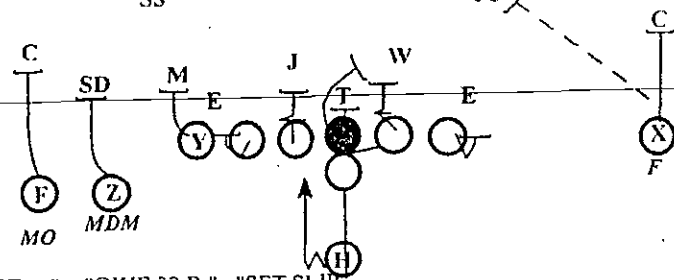


"SET A" "OVER" "SWAP"

N32

SS

FS

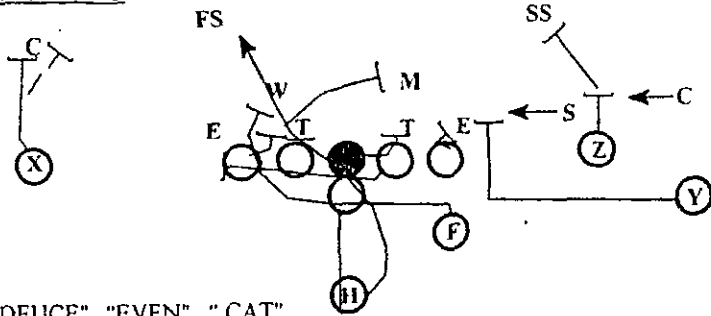


"SET A" "OKIE 33 R" "SET SLIP"

# MID 35 CTR

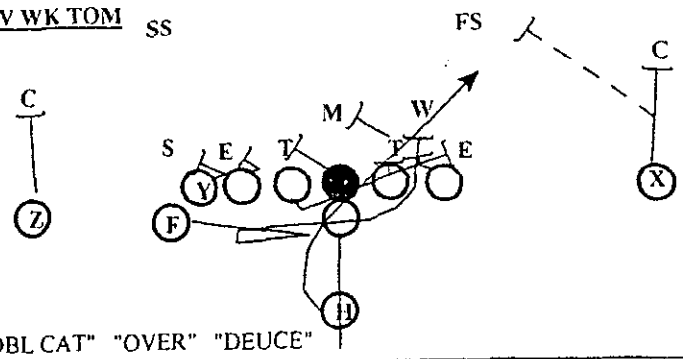
# MID 34 CTR

44 STRONG



EV WK TOM

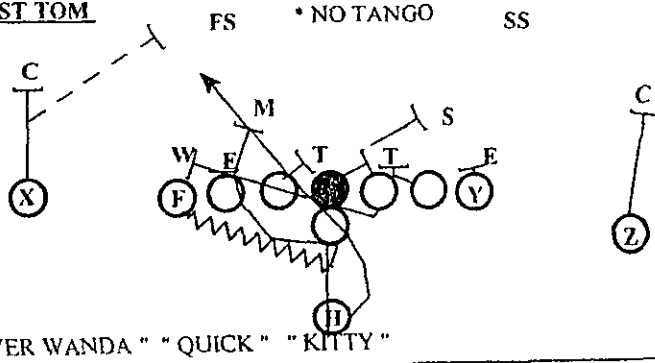
SS



OV ST TOM

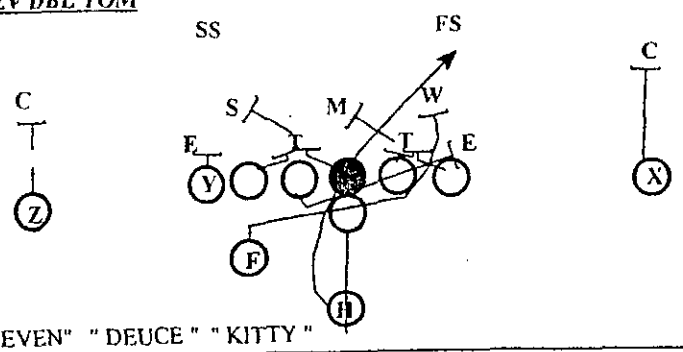
\* NO TANGO

SS



EV DBL TOM

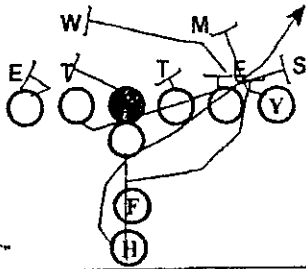
SS



**44 STRONG**



FS

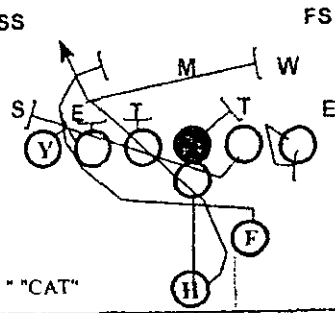


SS



"EVEN" "TREY" "CAT"

**EV WK TOM SS**



FS

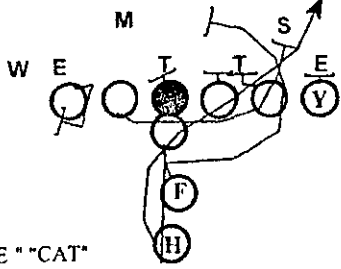


"EVEN" "TREY" "CAT"

**OV ST TOM**



FS

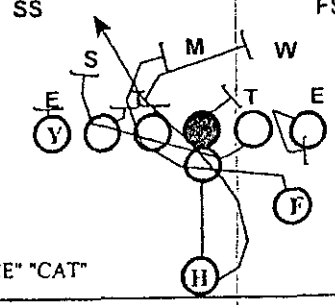


SS



"OVER" "FREEZE" "CAT"

**EV DBL TOM**



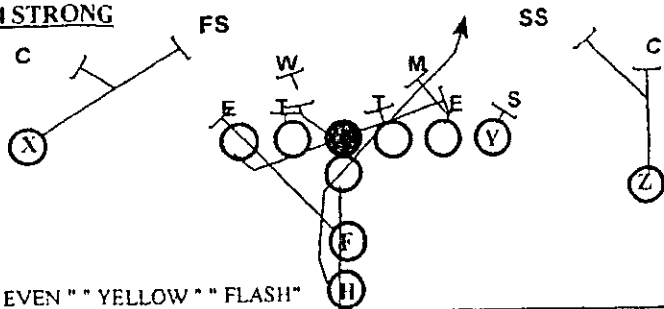
FS



"EVEN" "DEUCE" "CAT"

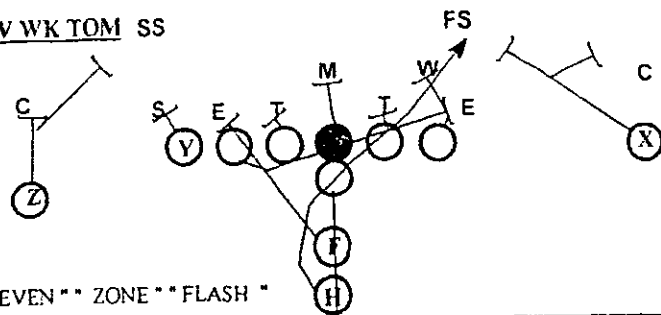


44 STRONG



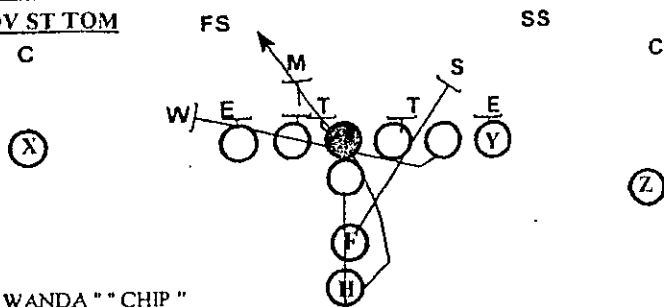
"EVEN" "YELLOW" "FLASH"

EV WK TOM SS



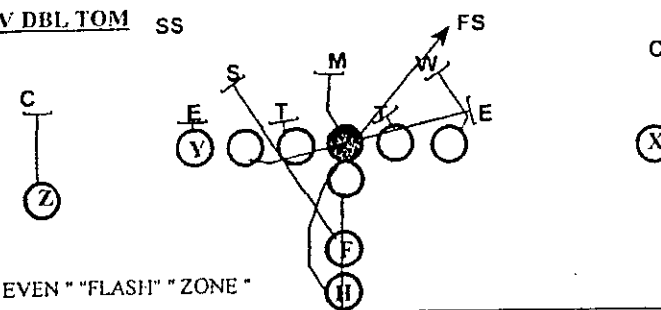
"EVEN" "ZONE" "FLASH"

OY ST TOM



"WANDA" "CHIP"

EV DBL TOM SS

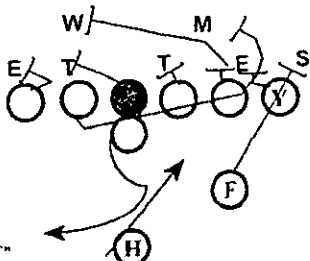


"EVEN" "FLASH" "ZONE"

# 44 STRONG



FS



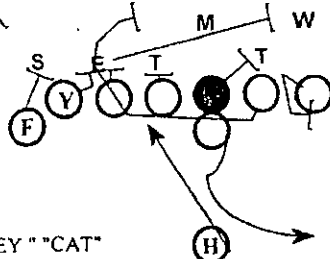
SS



"EVEN" "TREY" "CAT"

# EV WK TOM SS

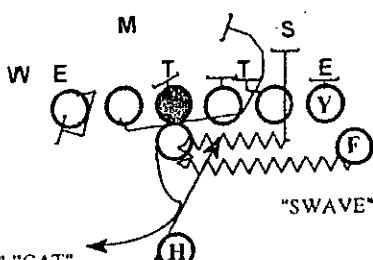
FS



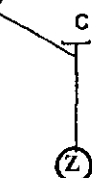
"EVEN" "TREY" "CAT"

# OV ST TOM

FS



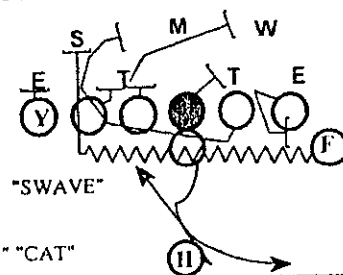
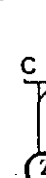
SS



"OVER" "DEUCE" "CAT"

# EV DBL TOM SS

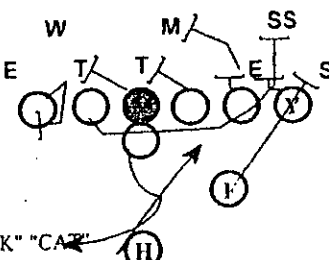
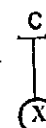
FS



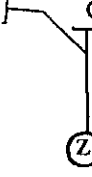
"EVEN" "DEUCE" "CAT"

# UND WK TOM SIN

FS



SS



PIZZA WLB

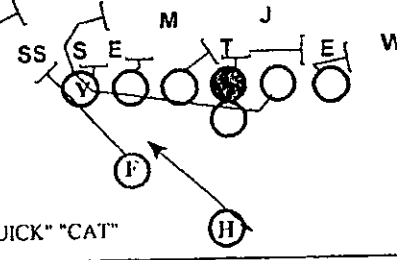
"MUP" "TREY" "QUICK" "CAT"

# 34 SUP

FS



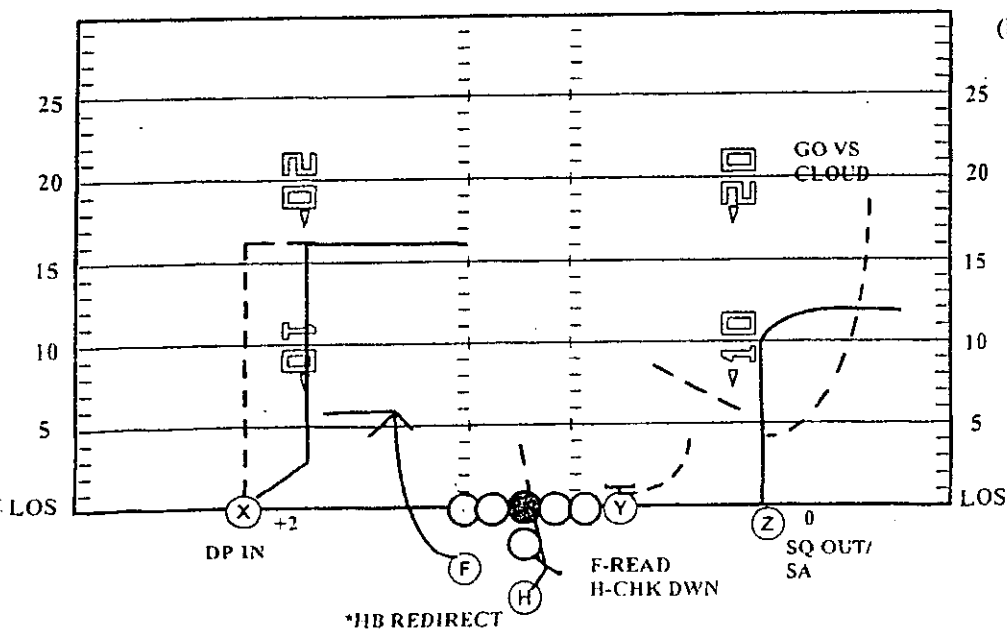
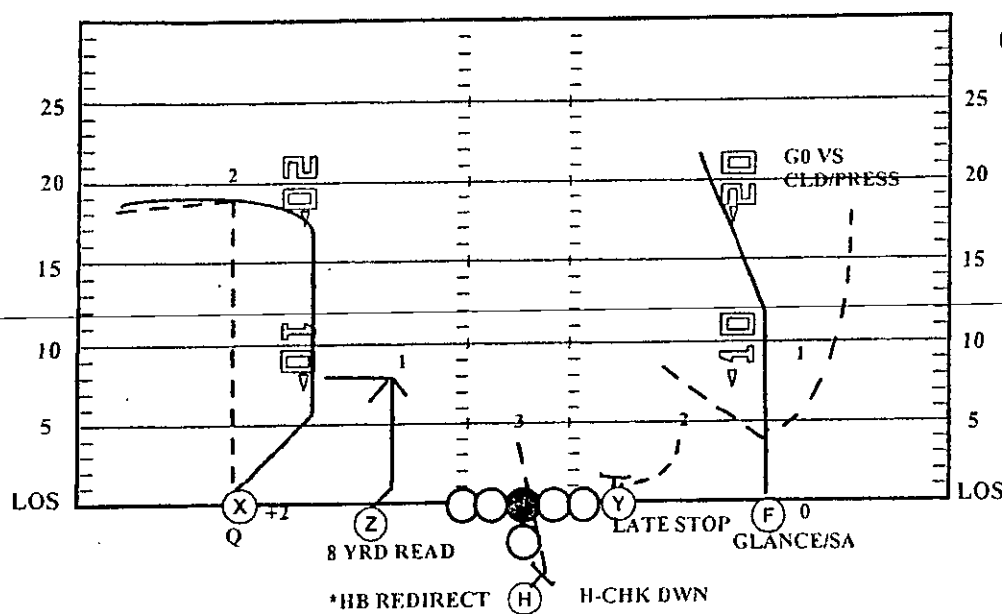
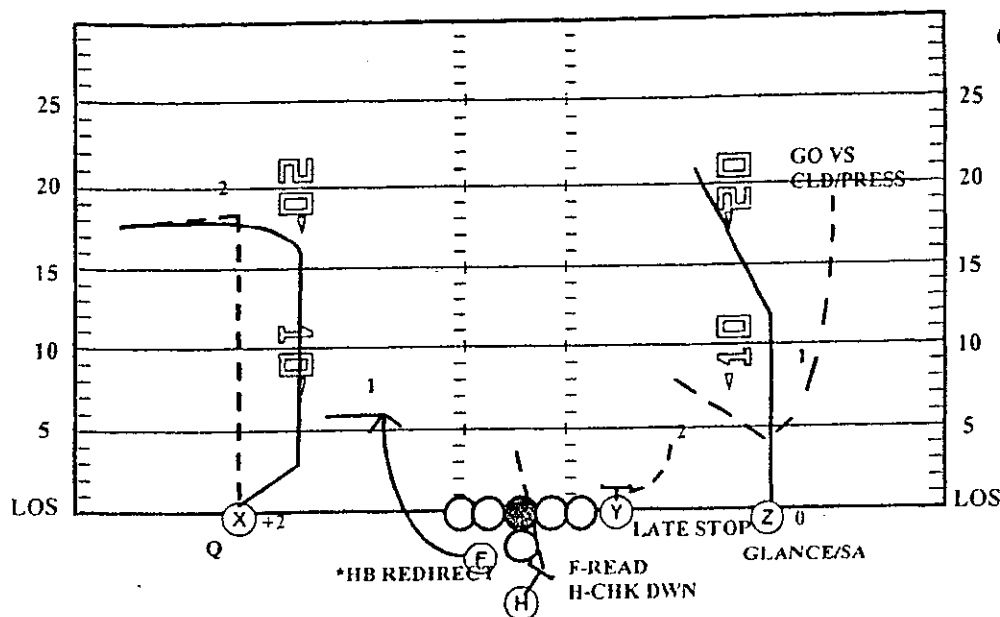
PIZZA JLB



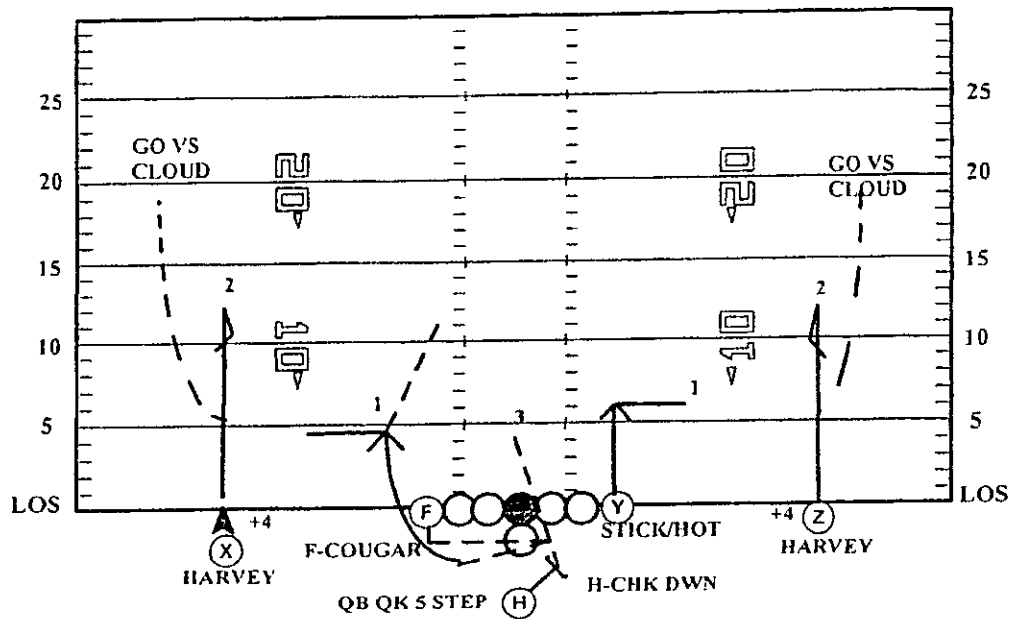
"SHARK" "QUICK" "CAT"







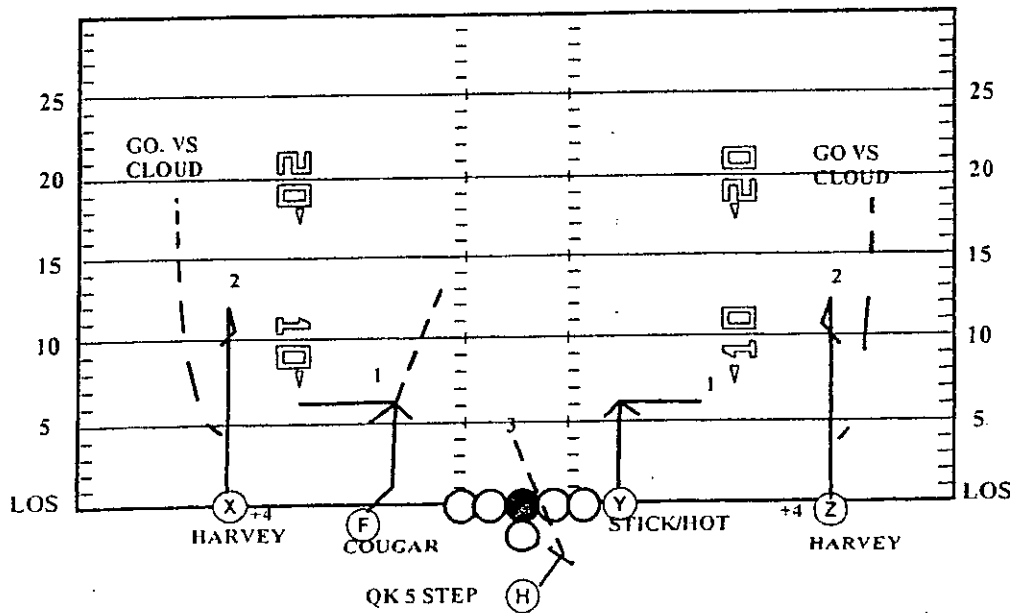
# QK 52 - COUGAR



(R/D) 0 ON (FIG)

-QK 52 COUGAR

-COUGAR ROUTE  
VS MIDDLE OPEN AND CURL  
DEFENDER ALLOWS YOU TO CROSS  
HIS FACE TAKE MIDDLE

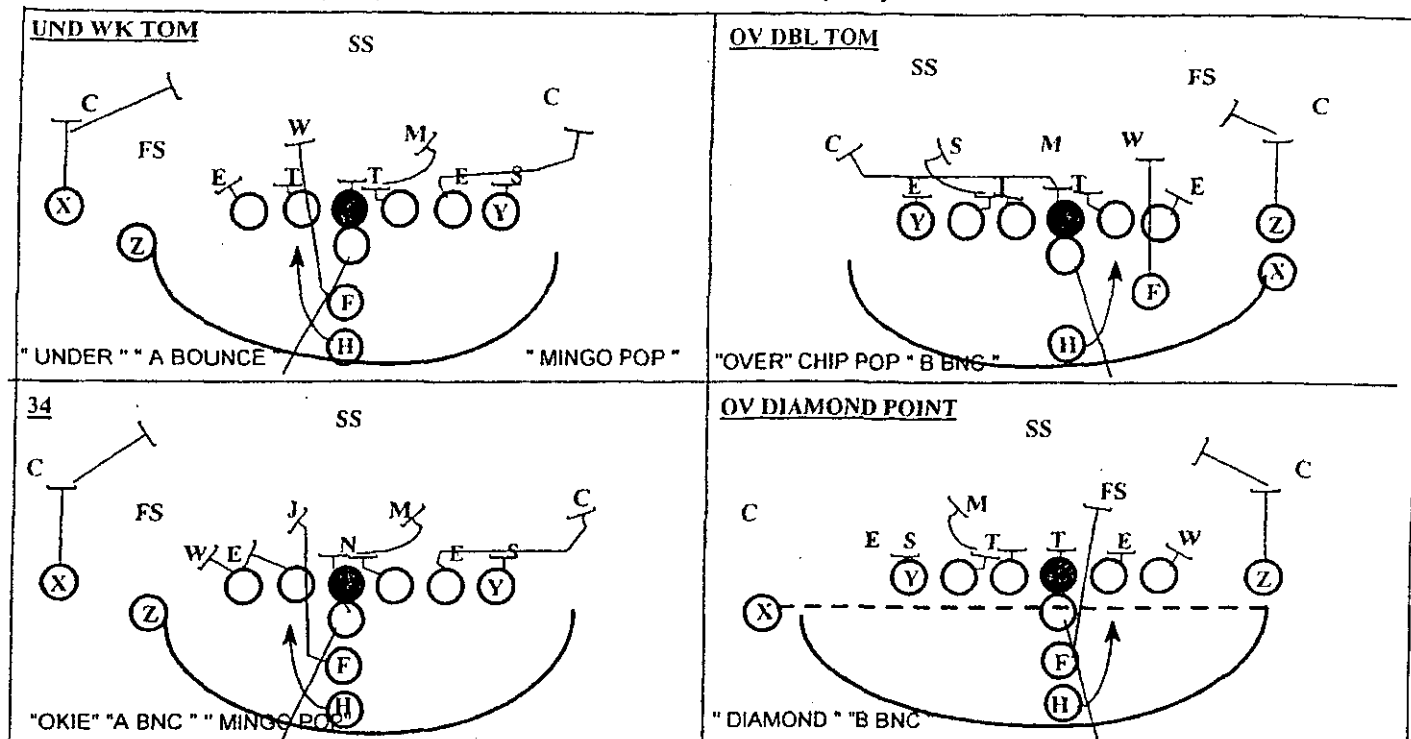


(R/D/H) 0 HALF

-QK 52 COUGAR

-COUGAR ROUTE  
VS MIDDLE OPEN AND CURL  
DEFENDER ALLOWS YOU TO CROSS  
HIS FACE TAKE MIDDLE

# FAKE RIDE 35(34) BASE Z AROUND RT(LT)



DESCRIPTION: A MISDIRECTION RUN SPECIAL OFF OUR 35(34) BASE RUN PLAY. ALL AROUNDS COME BACK TO A TIGHT END SIDE!!

**QB**

RIDE FOOTWORK FAKING THE BALL TO THE HB AND HANDING IT OFF TO THE X RECEIVER.

**F**

BLOCK WILL

**H**

GREAT FAKE.

## BACKSIDE

BLOCK R-35 BASE WITH BOUNCE TECH.

ALERT MINGO POP VS. OG BUBBLE, B BOUNCE VS. OT BUBBLE, OUT CALLS.

ALERT MINGO VS. OG BUBBLE, B BOUNCE, OUT CALLS.

## FRONTSIDE

**C**

BLOCK #0, ALERT A BOUNCE, CHIP POP, HOLE.

**G**

BLOCK R-35 BASE WITH BOUNCE TECH.

**T**

BLOCK R-35 BASE WITH BOUNCE TECH.

**Y**

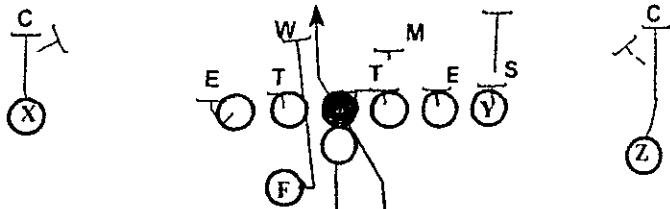
# H 45 BASE

# H 44 BASE

44 STRONG

FS

SS

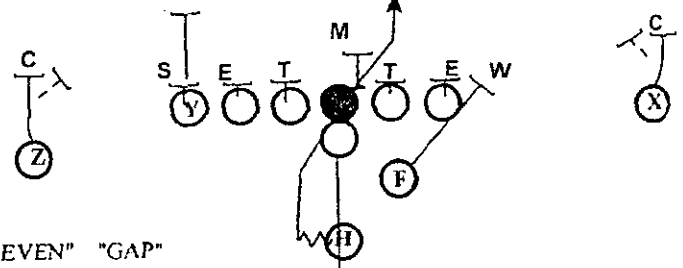


"EVEN" ALERT HVY "RAM" "ALT RIFLE"

EVEN

SS

FS

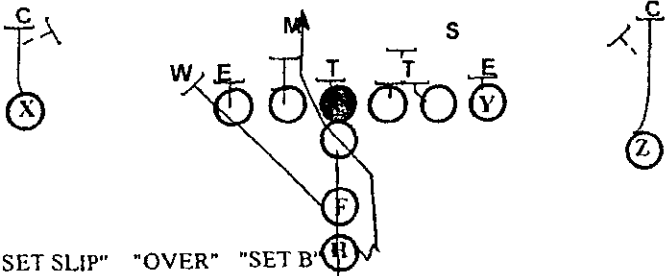


"EVEN" "GAP"

OV ST TOM

FS

SS

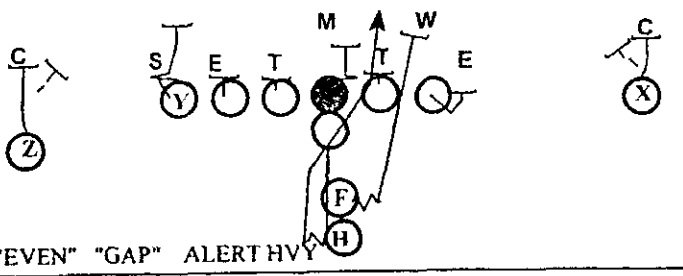


"SET SLIP" "OVER" "SET B"

EV EK TOM

SS

FS

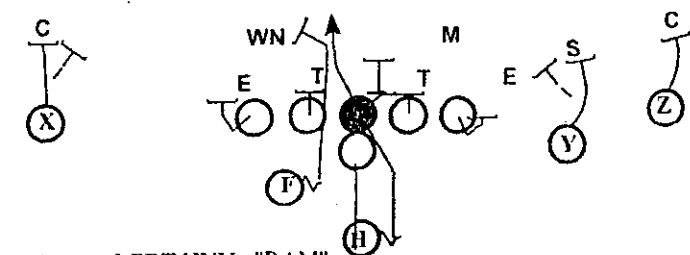


"EVEN" "GAP" ALERT HVY

N42

FS

SS

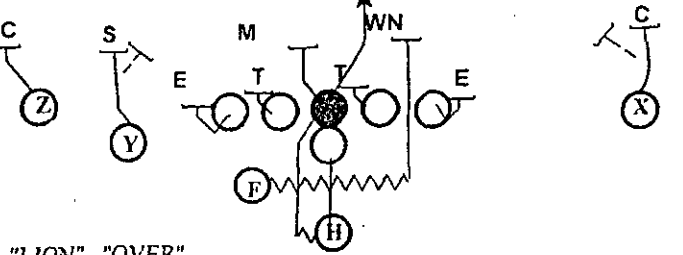


"EVEN" ALERT HVY "RAM"

N42 OV

SS

FS

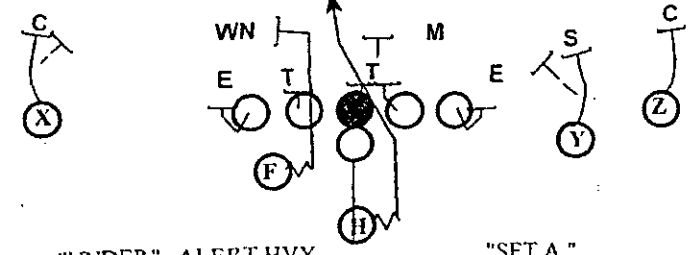


"LION" "OVER"

N42 UND

FS

SS

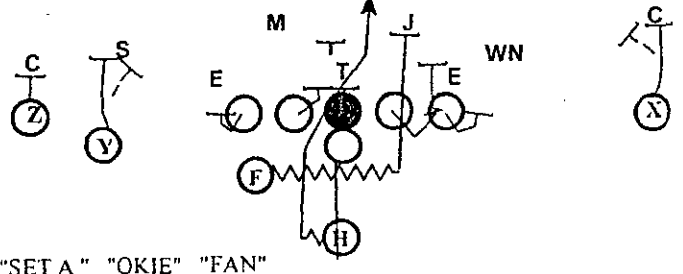


"UNDER" ALERT HVY "SET A"

N32

SS

FS



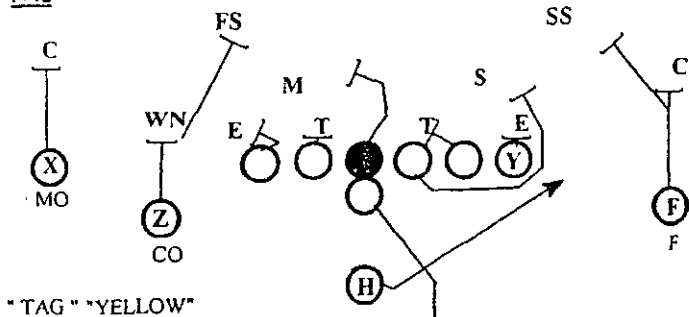
"SET A" "OKIE" "FAN"



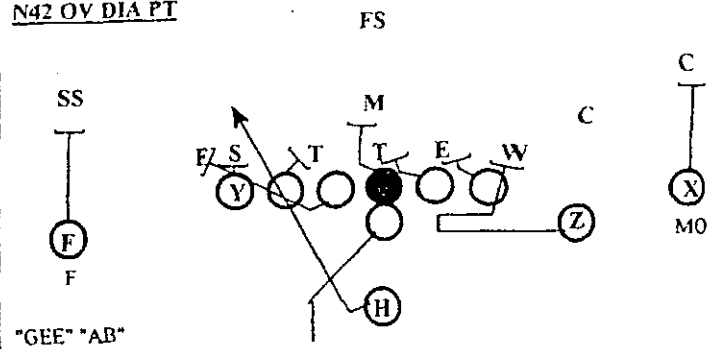
# SRINT 38 TED

# SPRINT 39 TED

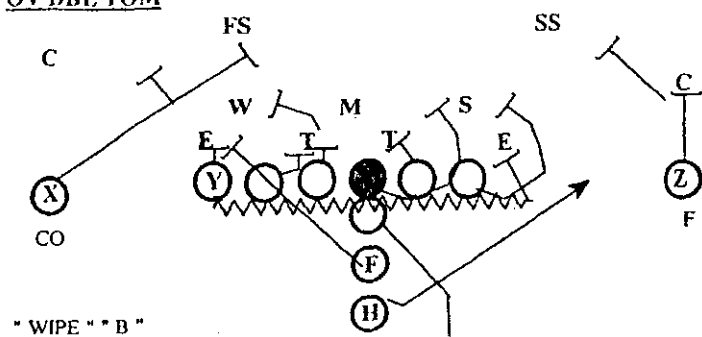
N42



N42 OV DIA PT

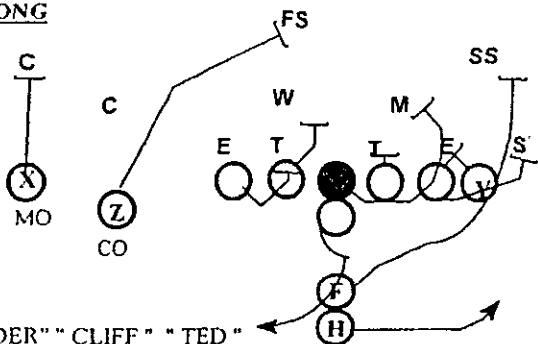


OV DBL TOM

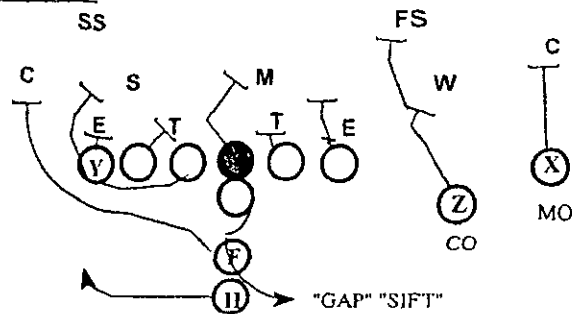


# RUN: TOSS 38 (39) ( TED ) BOSS

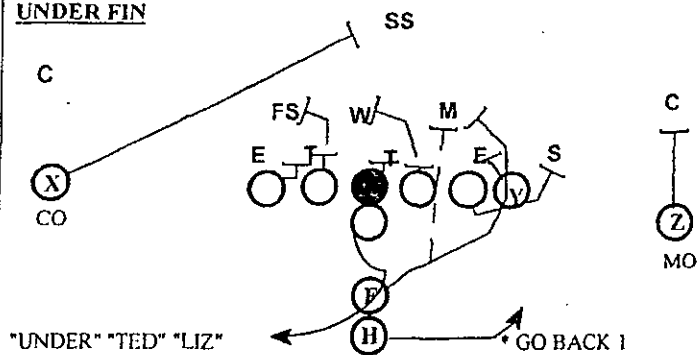
44 STRONG



EV STR TOM WW



UNDER FIN

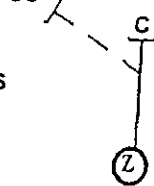
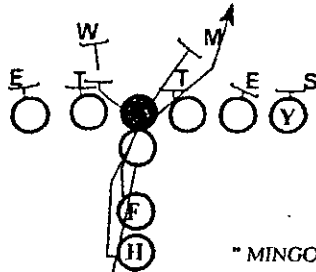


# RIDE 33 BEND

44 STRONG

FS

SS



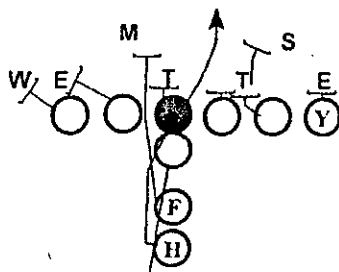
"EVEN" "YELLOW"

"MINGO"

OV ST TOM

FS

SS

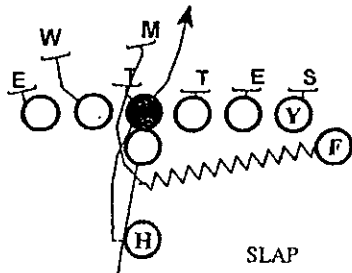


"OVER" FAN "B"

OVER WK TOM

FS

SS



"OVER" "SLIP"

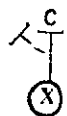
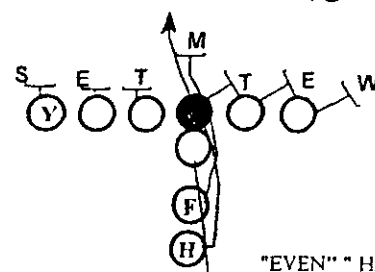
SLAP

# RIDE 32 BEND

EVEN

SS

FS



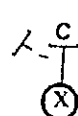
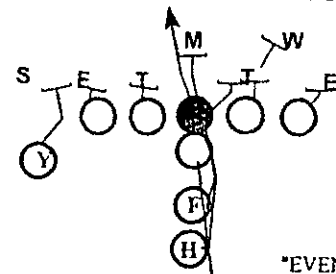
SLAP

"EVEN" "HARD RAM"

EV WK TOM

SS

FS



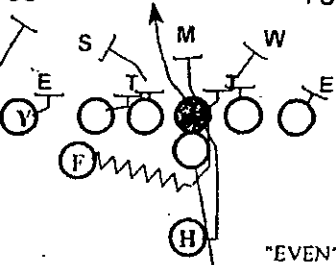
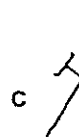
"SLAP"

"EVEN" "ORANGE"

EV DBL TOM

SS

FS

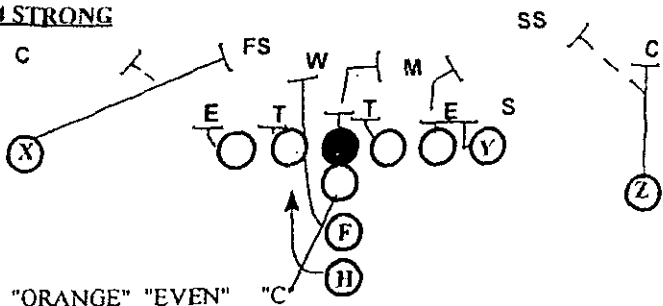


"B"

"EVEN" "ORANGE"

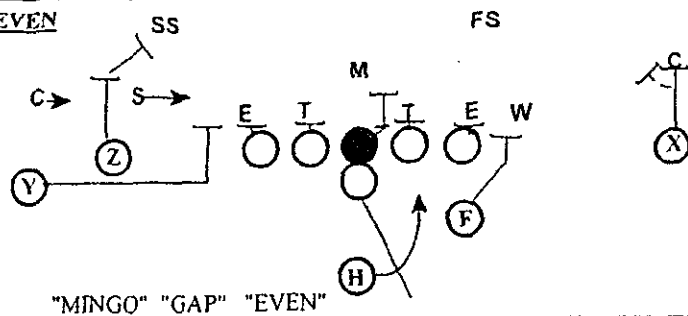
# RIDE 35 BASE

44 STRONG

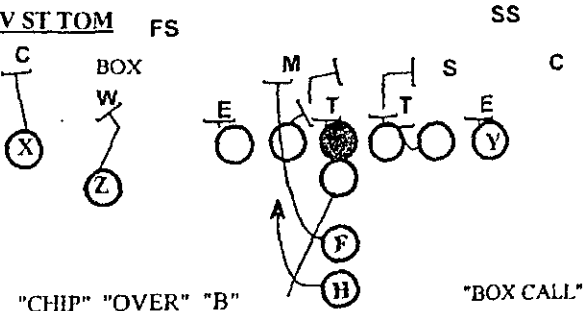


# RIDE 34 BASE

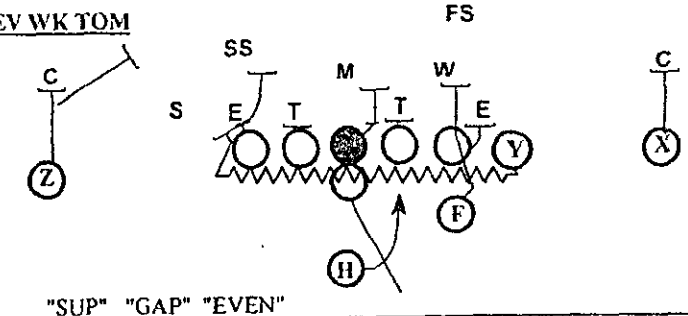
EVEN



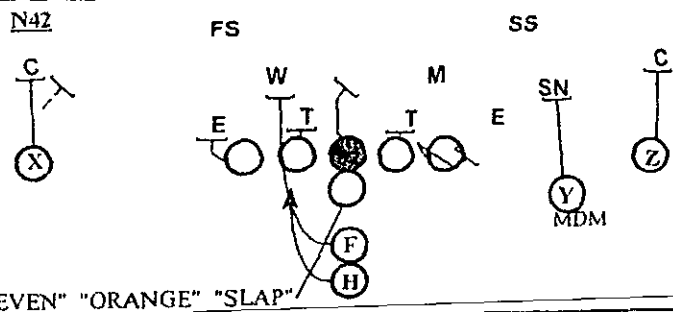
OV ST TOM



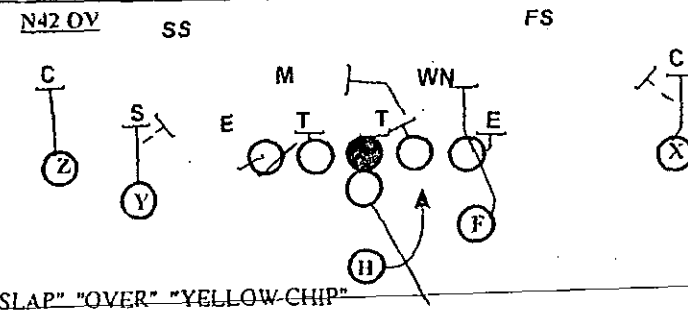
EV WK TOM



N42



N42 OV



# TRAINING CAMP DAY 1 INSTALL

## BASE RUNS

RIDE 35 BASE (GHOST)	(R/D) (YAP) 0 (SLOT) (R/D) 0 ON (FIGI, YIGI)
RIDE 33 BEND	(R/D) (YAP) 0 (R/D/B3) 0 TRUMP FAP
TOSS 38 (TED BOSS)	(R/D) 0 STR CLOSE, 0 SLOT ZAP (R/D) 0 FLOOD FIG
SPRINT 38 TED (ALERT)	(R/D) 0 (WK), 0 ON (YIGI, FIGI) (R/D/H) 0 HALF, 0 OUT SLOT
H 45 BASE	(R/D/B3) 0, 0 TRUMP FIGI (R/D) 0 FLOOD FIGI

## DROPPACK

QK 52 CAROLINA X SLANT (HITCH, SLUGGO, OSCAR, COLO.)	(R/D/B3) YAC 0 STR CLOSE (R/D/B3/H) 0 TRUMP FIG
QK 52 COUGAR	(R/D) 0 ON (FIG), (R/D/H) 0 HALF
52 HUNT	(R/D) 0 ON FIG, (R/D/H) 0 OUT SLOT
50 GLANCE OREGON	(R/D) 0 WEAK, (R/D/H) 0 OUT SLOT
50 SQUARE OUT TEXACO	(R/D) 0 WEAK, (R/D/H) 0 HALF

## PLAY ACTION

R-132 DBL (HITCH, FADE, SQ OT)	(R/D/B3) 0, (R/D) 0 ON FIGI
R-135 WK Z COP	(R/D) 0 SLOT, 0 FLOOD SLOT FAP
R-135 WK Z SCISSORS CROSS	(R/D) 0 SLOT, 0 FLOOD SLOT FAP
R-134 EXXON	(R/D) YAC 0 (STR) CLOSE (R/D/B3) 0 TRUMP FIGI
<u>SPR 138 SELL IT Z POKER</u>	(R/D) 0 WEAK, 0 ON (FIG)

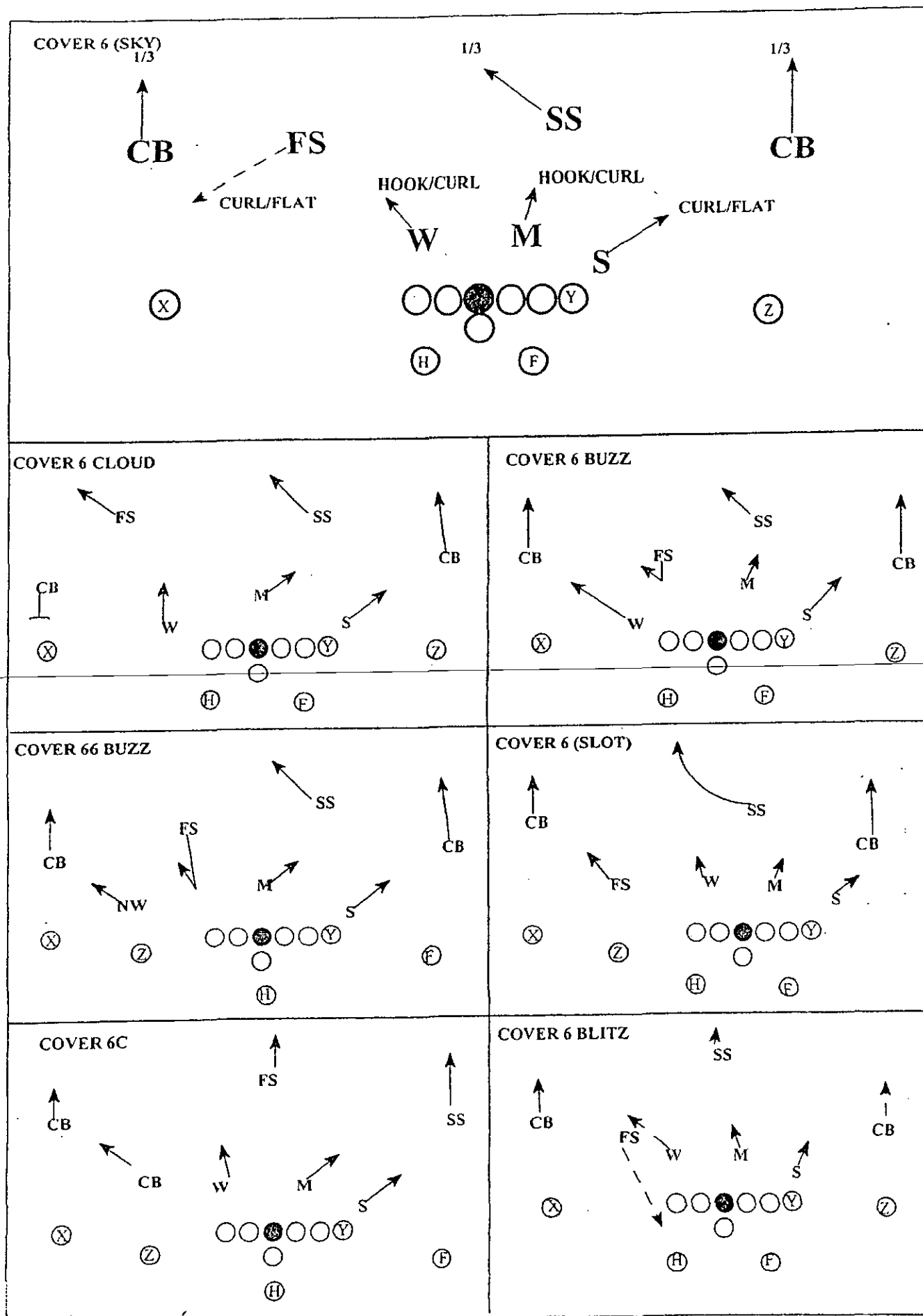
## SCREEN

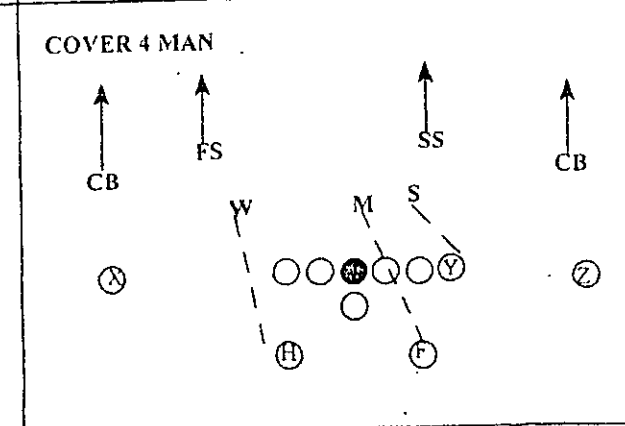
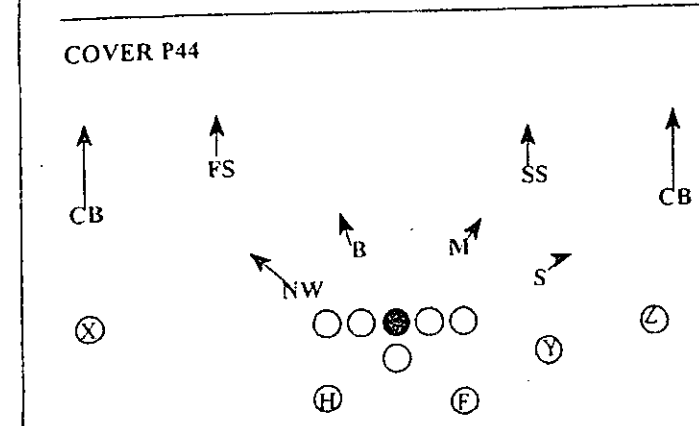
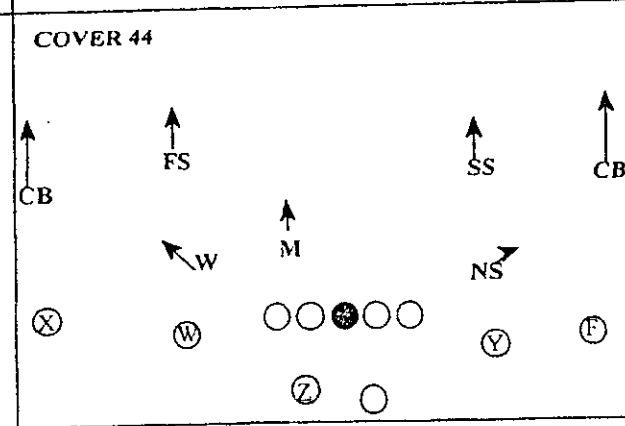
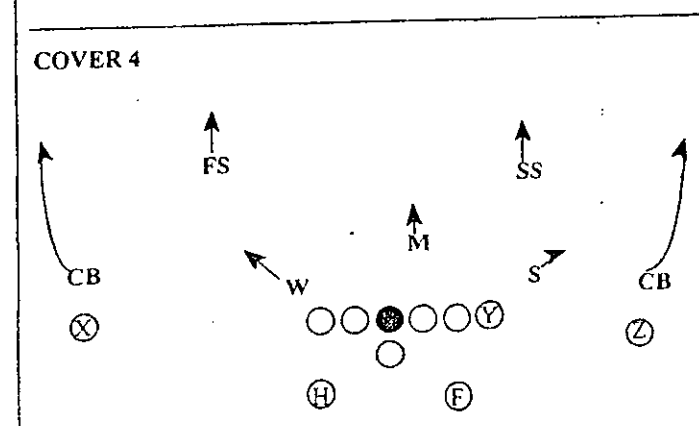
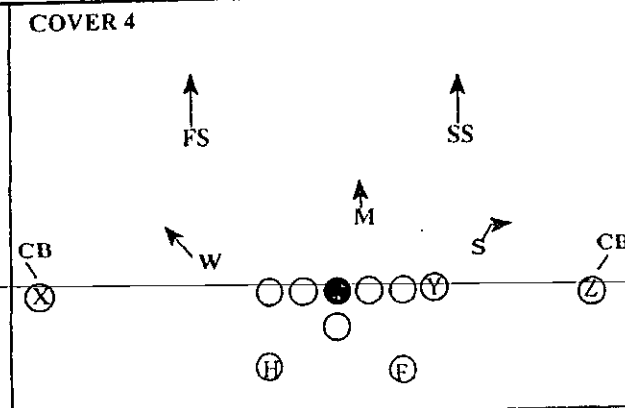
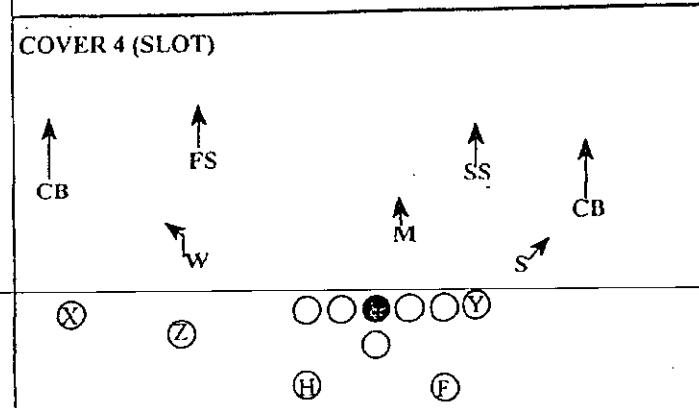
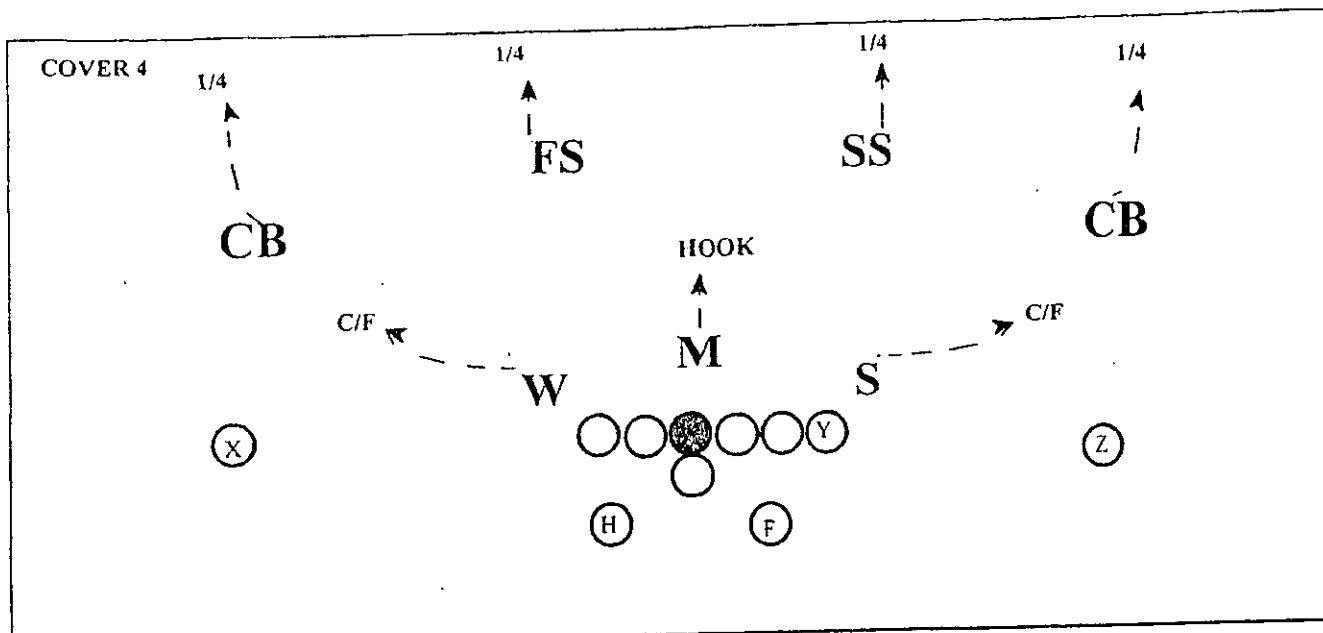
552 HUNT SCREEN RT H.	(R/D/H) 0 OUT SLOT
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## SPECIAL

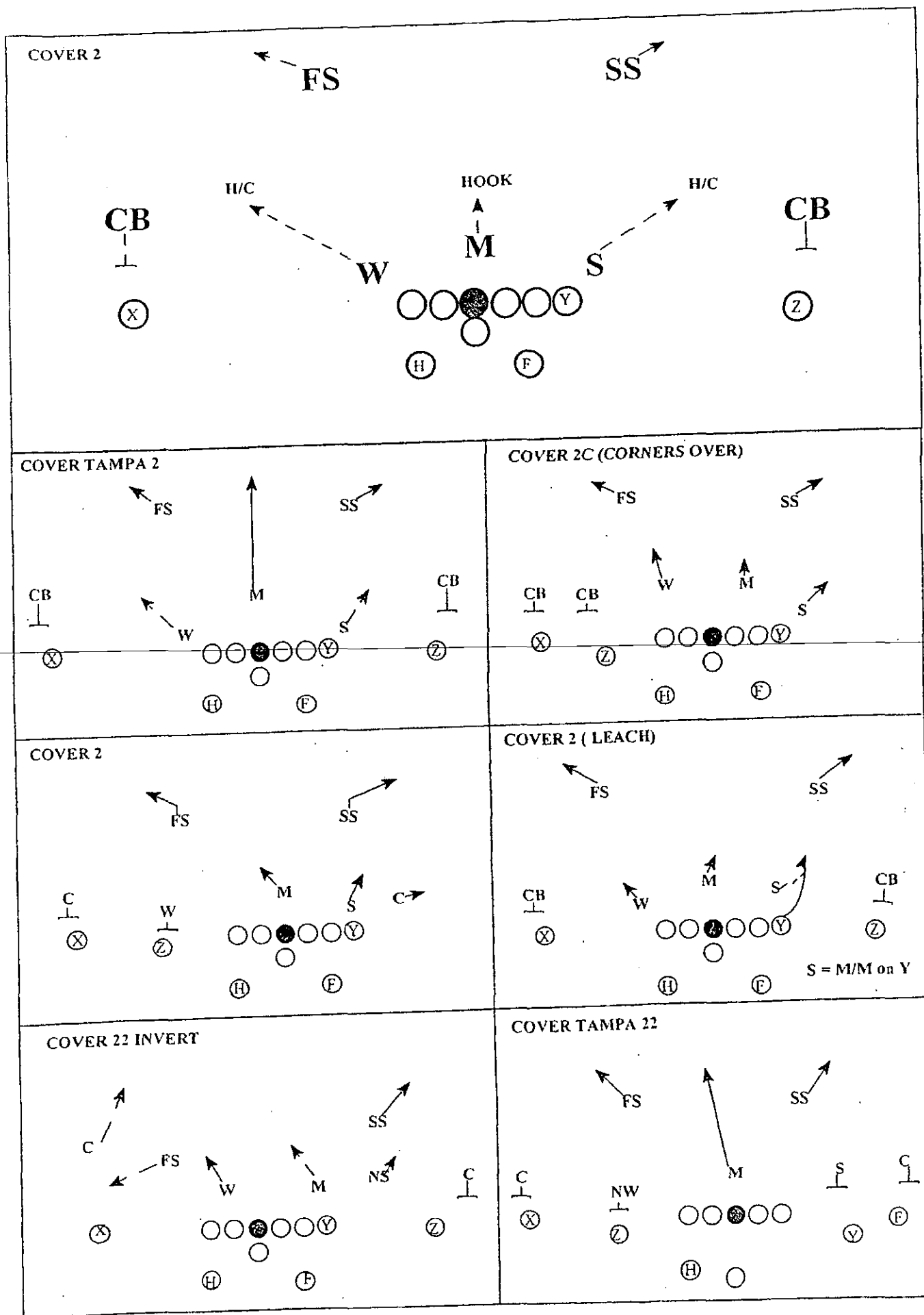
FAKE R-35 BASE Z AROUND RT.	(R/D) 0 SLOT
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INDIVIDUAL









The diagram shows a horizontal chain of seven sites. From left to right: a site labeled 'X' in a circle, connected by a dashed line to 'CB' above it; a site labeled 'W' in a circle, connected by a dashed line to 'FS' above it; an empty circle; a shaded circle labeled 'M' in a circle, connected by a dashed line to 'SS' above it and a solid line to 'S' above it; an empty circle; a site labeled 'F' in a circle, connected by a dashed line to 'F' below it; and a site labeled 'Z' in a circle, connected by a dashed line to 'CB' above it. Solid arrows point from 'W' to 'H' (a circle below) and from 'S' to 'F' (a circle below). Dashed lines also connect 'W' to 'H' and 'S' to 'F'.

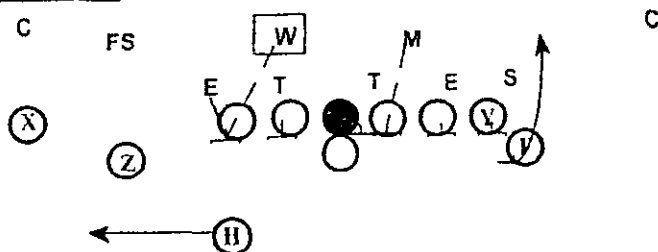
The diagram shows a horizontal line representing a chromosome. A vertical line segment labeled 'M' (metacentromere) is positioned in the center. To the left of 'M', there is a vertical line segment labeled 'FS' (first satellite) and a vertical line segment labeled 'CB' (centromeric band). To the right of 'M', there is a vertical line segment labeled 'SS' (second satellite) and a vertical line segment labeled 'CB'. Below the horizontal line, there are several circles representing genes. From left to right, they are: a circle labeled 'X', a circle labeled 'F', a circle labeled 'W', a circle labeled 'Z', a circle labeled 'Y', and a circle labeled 'S'. The circle labeled 'Z' is shaded black. Below the circle labeled 'Z', there is a vertical line segment labeled 'I' and a circle labeled 'H'.

A schematic diagram of a chromosome. A horizontal line represents the chromosome axis. From left to right, the following features are marked: a circle with an 'X' inside, labeled 'CB' above it; a downward-pointing arrow labeled 'W'; a series of five open circles; a solid black circle labeled 'M' above it; a dashed line labeled 'FS' above it pointing to the black circle; a circle with a 'Y' inside, labeled 'S' above it; a downward-pointing arrow labeled 'S'; a circle with a 'Z' inside, labeled 'SS' above it; and a circle with an 'F' inside, labeled 'CB' above it. Below the black circle 'M' is another open circle, which is connected to a circle containing the number '11'.

The diagram illustrates a family pedigree with three generations. Generation I includes a male (X) and a female (Y). Generation II includes a male (Z) and a female (W). Generation III includes a male (H) and a female (I). The trait is represented by a shaded circle, which is present in Generation II (W) and Generation III (I).

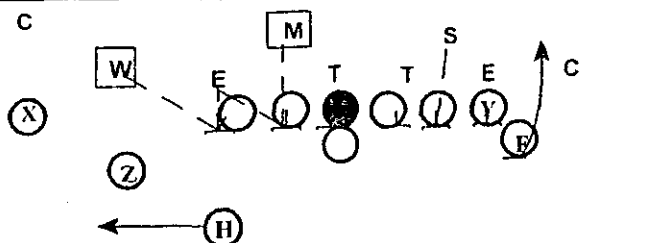
A diagram of a linear chromosome. It consists of a horizontal line representing the chromosome. On the left end is a circle labeled 'X' with a dashed line labeled 'CB' above it. Moving right, there is a circle labeled 'M' with a dashed line labeled 'W' above it. Below 'M' is a circle labeled 'H'. To the right of 'M' is an empty circle. Further right is a shaded circle. To its right is another empty circle. Then a circle labeled 'S' with a dashed line labeled 'RS' above it. Below 'S' is a circle labeled 'F'. To the right of 'S' is a circle labeled 'Y' with a dashed line labeled 'SS' above it. On the far right is a circle labeled 'Z' with a dashed line labeled 'C' above it. Arrows indicate specific features: a curved arrow points from 'W' to 'M', and a straight arrow points from 'SS' to 'F'.

44 STRONG



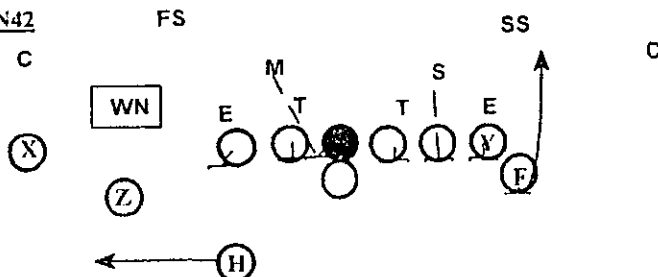
"BIG DUAL" ALERT SQUEEZE "EVEN" "RAM" AL SWOOP

OV ST TOM



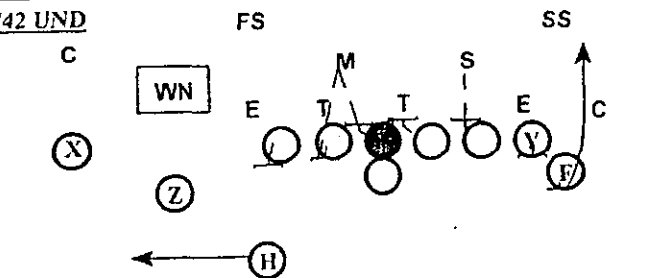
"SORT" "OVER" "HANG" ALERT SQUEEZE/SWOOP

N42

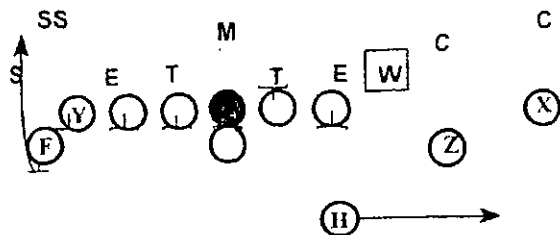


"LION" "EVEN" "HANG" ALERT SQUEEZE

N42 UND

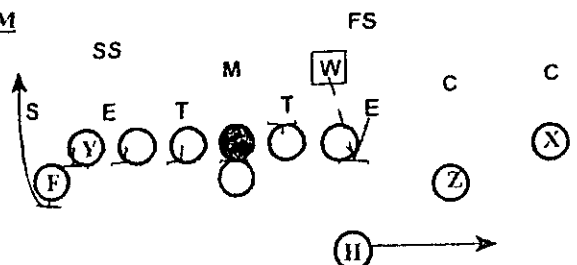


"LION" "UNDER" ALERT SWOOP



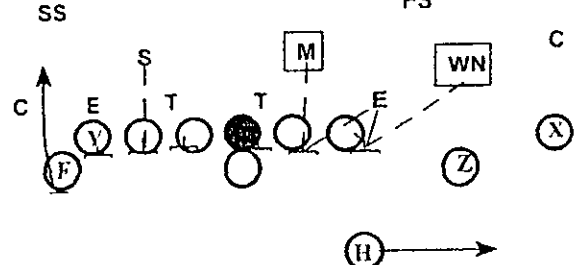
ALERT SWOOP "EVEN" "HOLE"

EV WK TOM



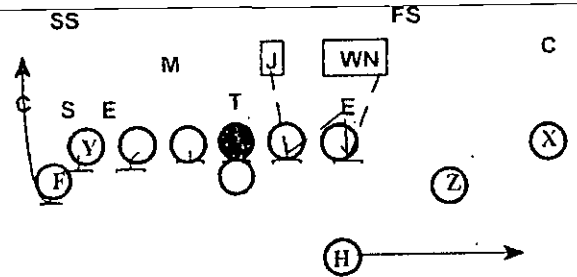
AL SWOOP "EVEN" "HOLE" "BIG DUAL" AL SQUEEZE

N42 OV

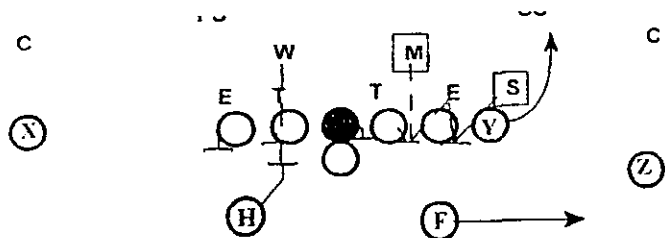


"HANG" AL SQ/SWOOP "OVER" "SORT"

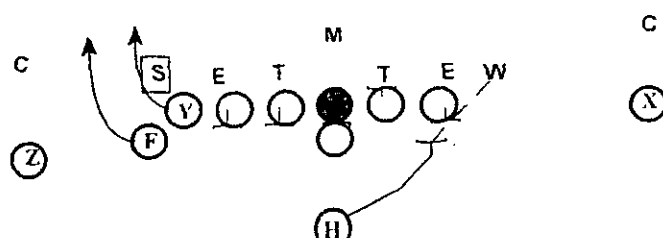
N32



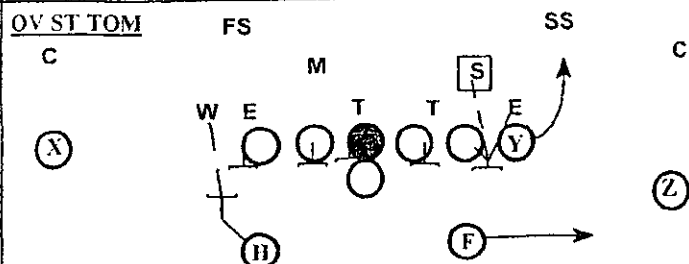
AL SWOOP "ZONE" "OKIE" "SORT"



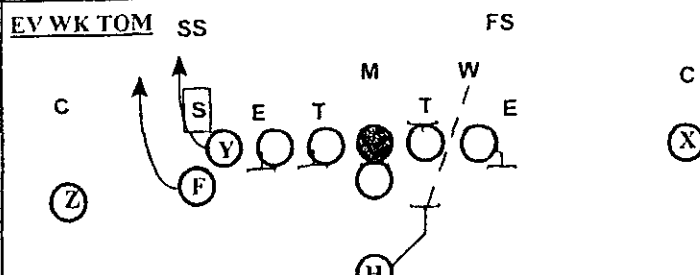
ALERT HVY "EVEN" "RAM SORT"



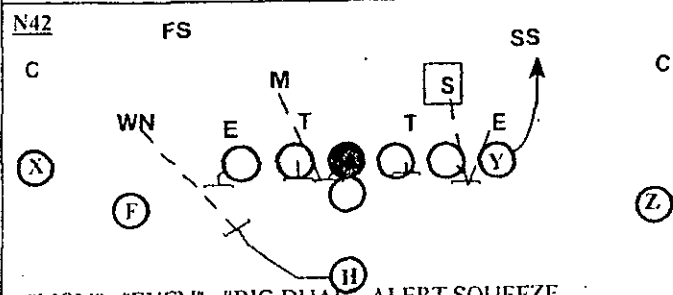
"BIG DUAL" "EVEN" "HOLE"



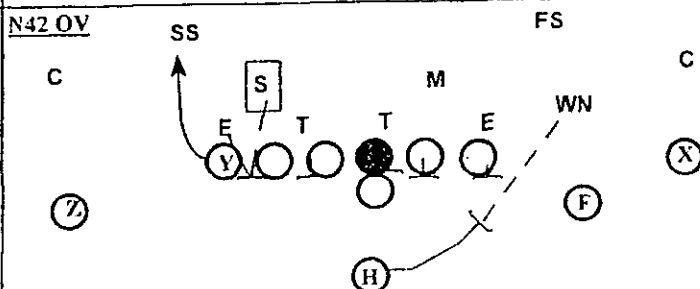
"ZONE" "OVER" "BIG DUAL" ALERT SQUEEZE



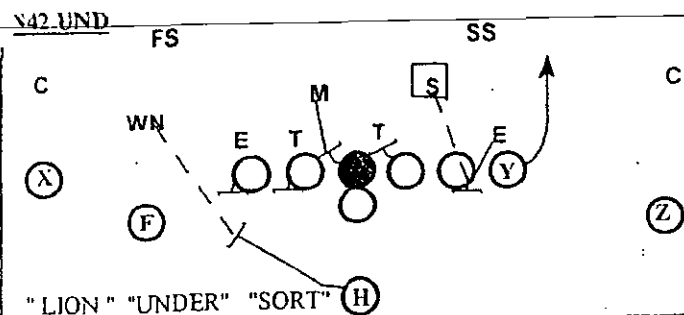
"BIG DUAL" "EVEN" "HOLE" ALERT HVY



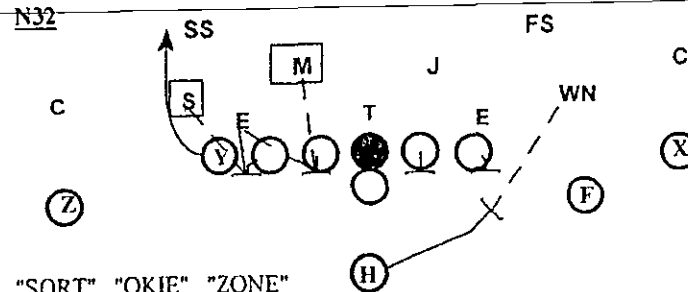
"LION" "EVEN" "BIG DUAL" ALERT SQUEEZE



"BIG DUAL" ALERT SQUEEZE "ZONE"



"LION" "UNDER" "SORT"



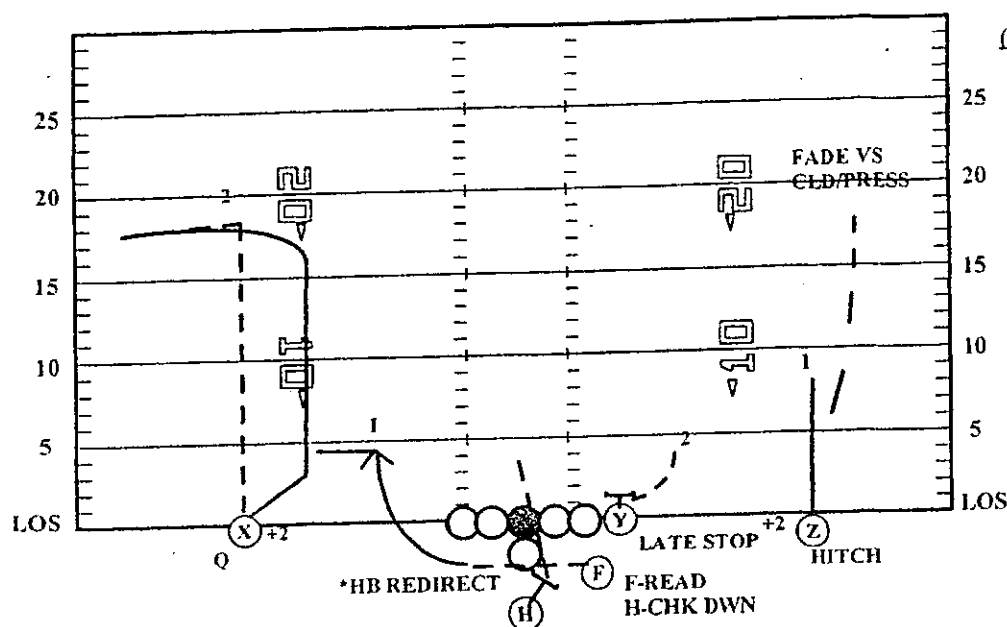
"SORT" "OKIE" "ZONE"

60'S





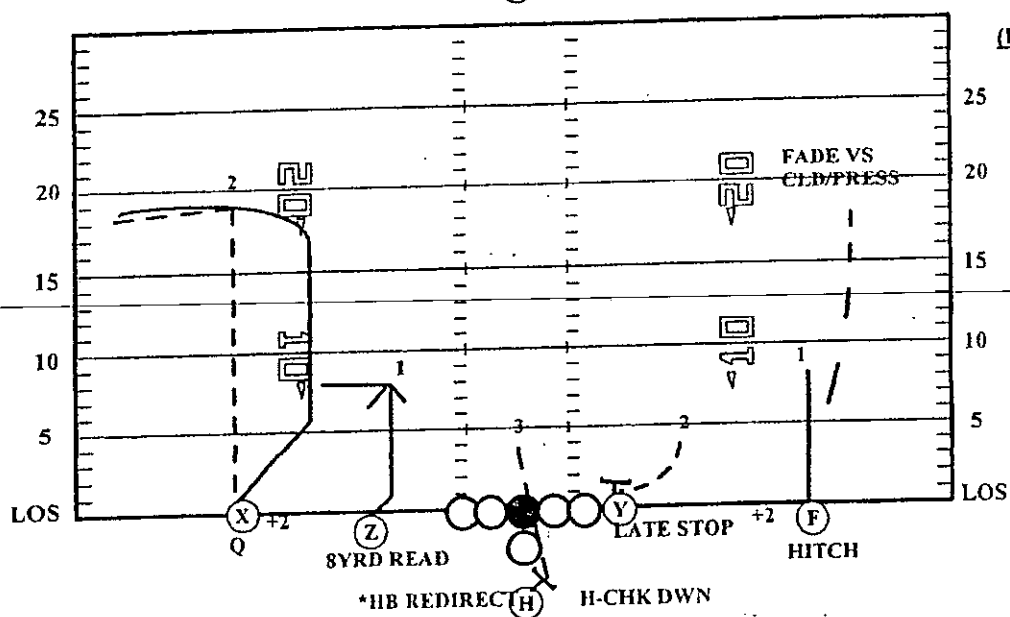
# 50 PASSES



(REG/DET/HALF)-0 STG FAX

-50 HITCH/ OREGON

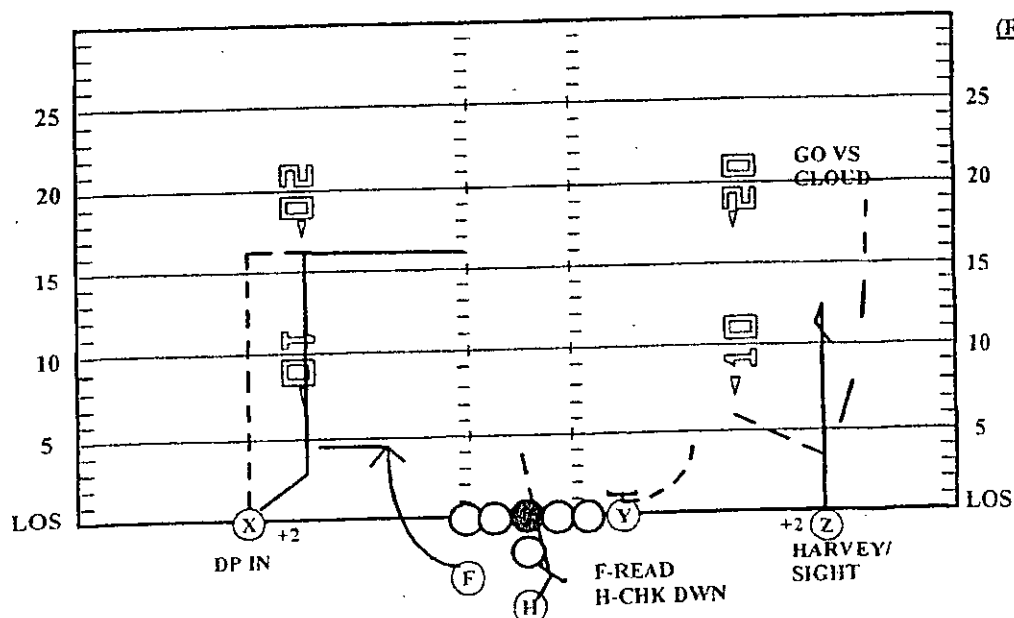
-ALERT FADE VS PRESS  
EYES AT 6-8



(REG/DET/HALF)-0 OUT SLOT

-50 HITCH/ OREGON

-ALERT FADE VS PRESS  
EYES 6-8 YRDS



(REG/DET/HALF)-0 WEAK

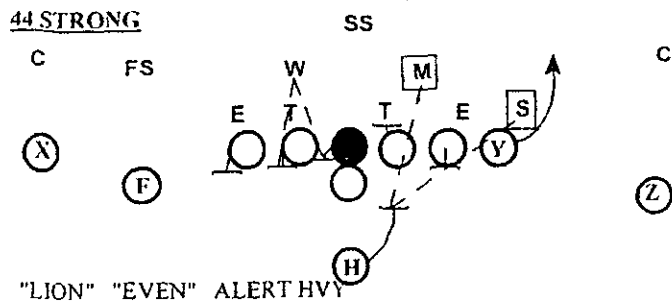
-50 HARVEY/ TEXACO

-ALERT GO VS PRESS  
EYES 10-12



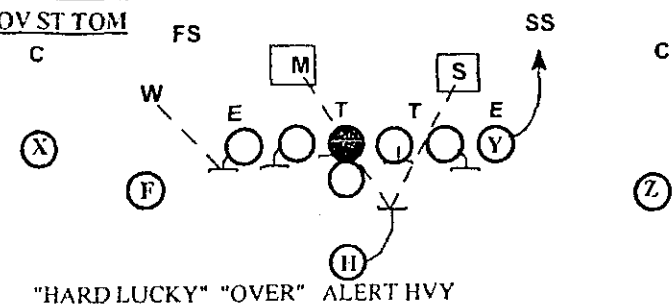
# 52 PRO

44 STRONG



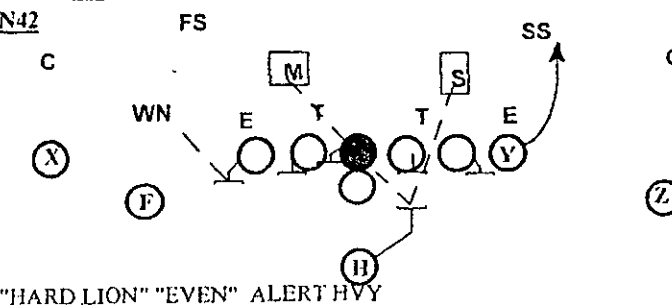
"LION" "EVEN" ALERT HVY

OV ST TOM



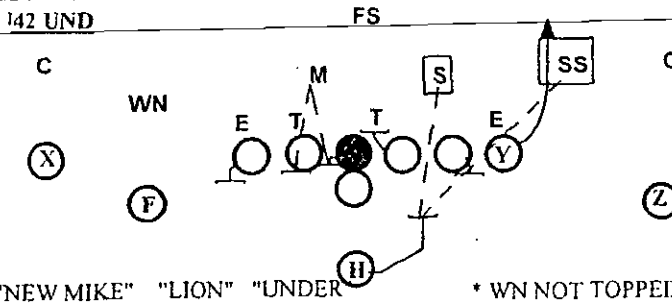
"HARD LUCKY" "OVER" ALERT HVY

N42



"HARD LION" "EVEN" ALERT HVY

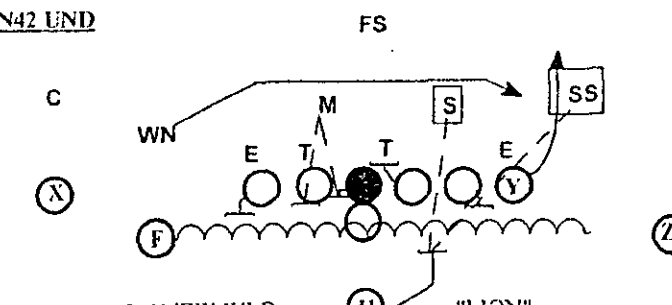
142 UND



"NEW MIKE" "LION" "UNDER"

\* WN NOT TOPPED

N42 UND

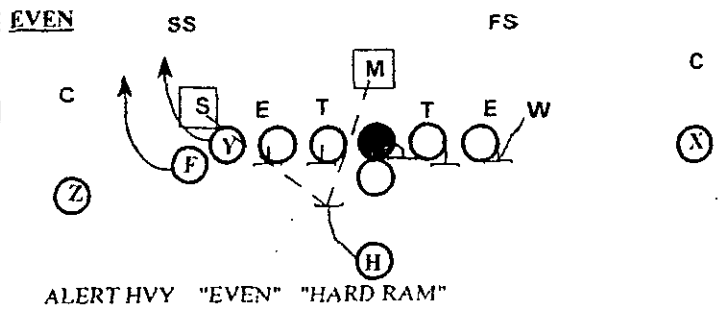


\* W / MOTION NEW WLB

"LION"

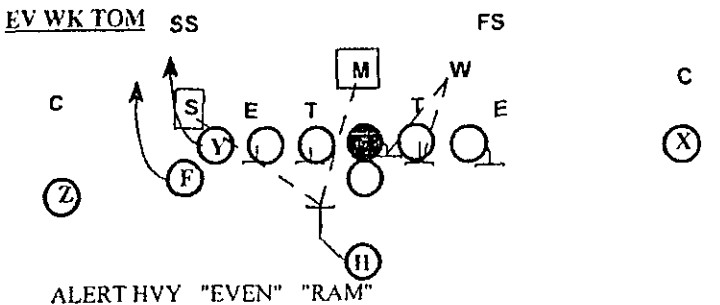
# 53 PRO

EVEN



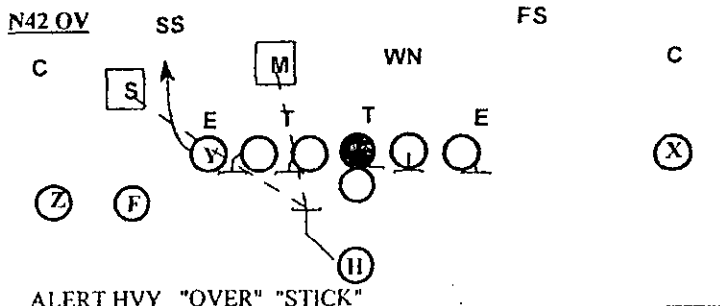
ALERT HVY "EVEN" "HARD RAM"

EV WK TOM



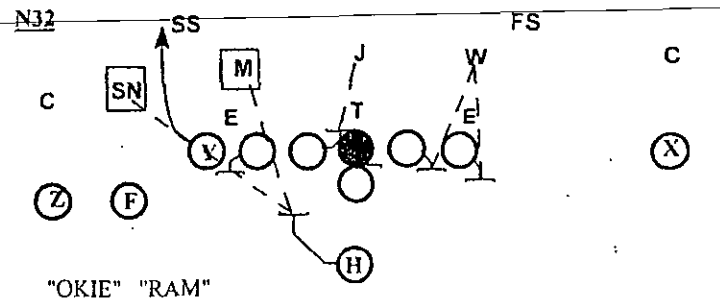
ALERT HVY "EVEN" "RAM"

N42 OV



ALERT HVY "OVER" "STICK"

N32



"OKIE" "RAM"

# 50 PRO

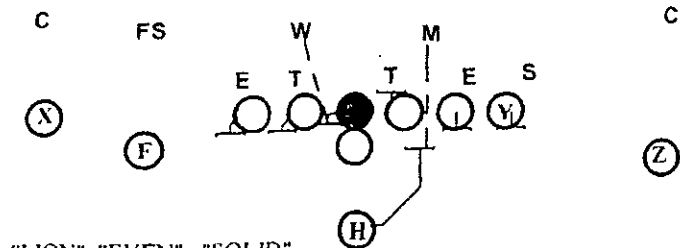
# 51 AREA PRO

44 STRONG

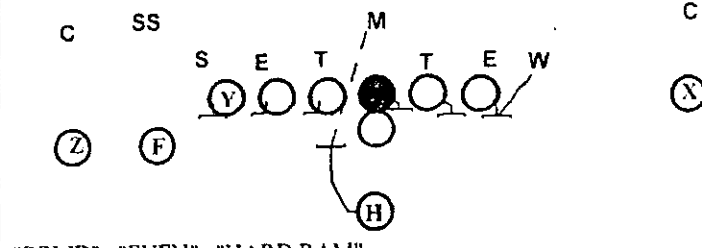
SS

EVEN

FS



"LION" "EVEN" "SOLID"



"SOLID" "EVEN" "HARD RAM"

OV ST TOM

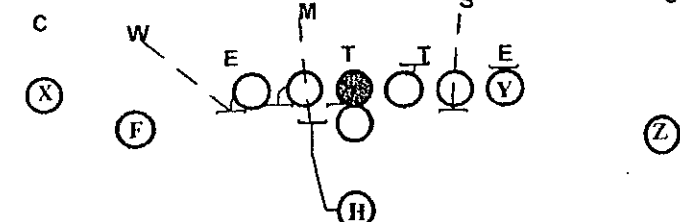
FS

SS

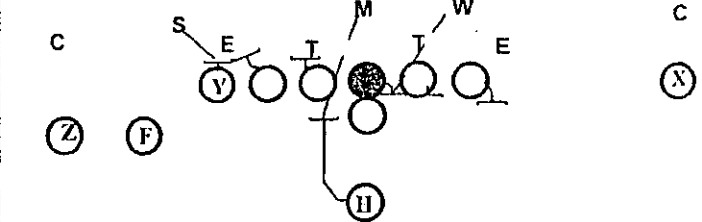
EV WK TOM

SS

FS



"HARD LUCKY" "OVER" "AREA"



"ALT OUT" "EVEN" "RAM" ALT HVY

N42

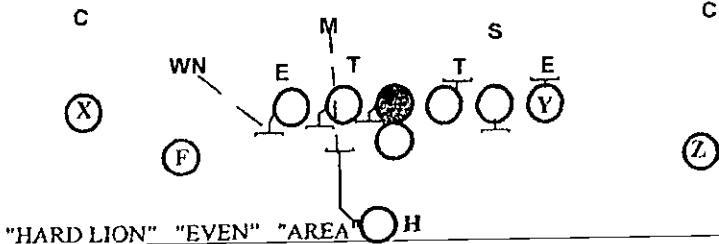
FS

SS

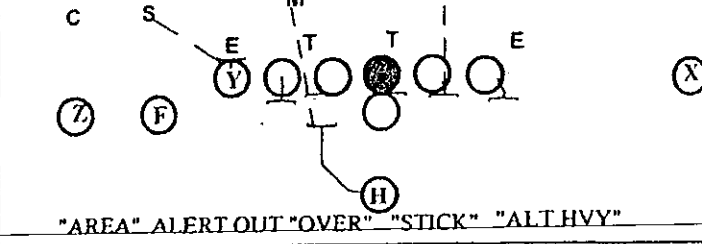
N42 OV

SS

FS



"HARD LION" "EVEN" "AREA"



"AREA" ALERT OUT "OVER" "STICK" "ALT HVY"

N42 UND

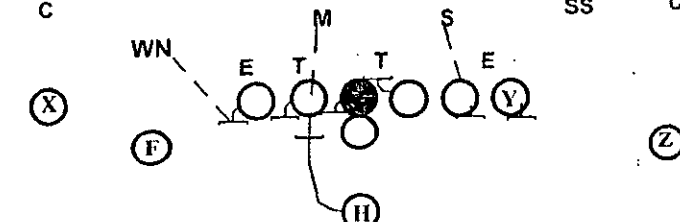
FS

SS

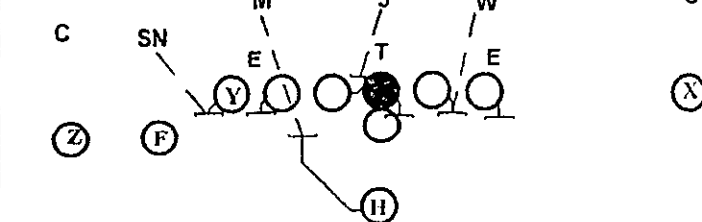
N32

SS

FS



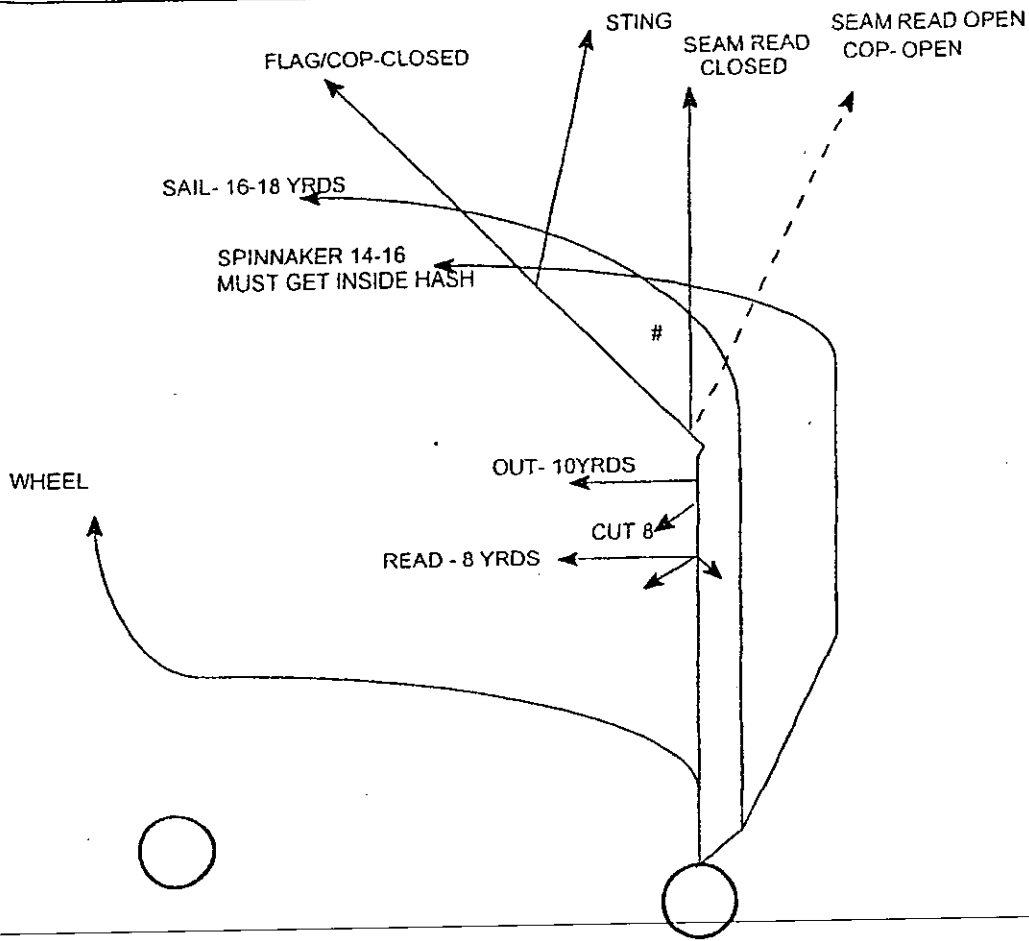
"HARD LION" "UNDER" "ALT AREA"



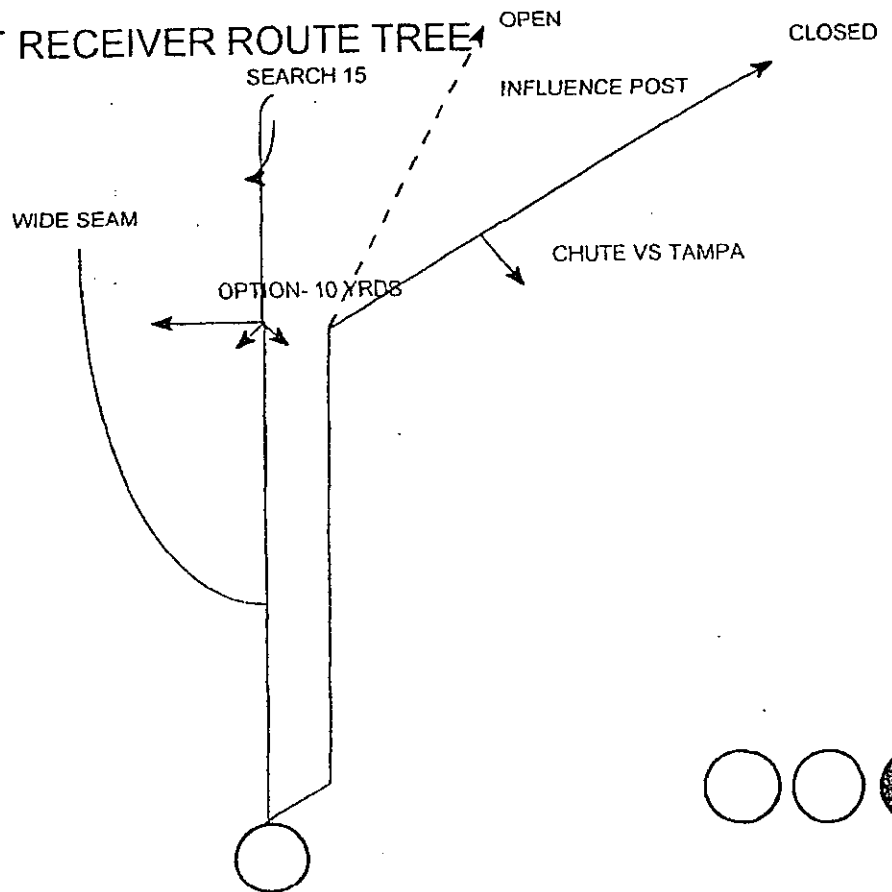
"OKIE" "RAM" "ALT OUT"

50'S

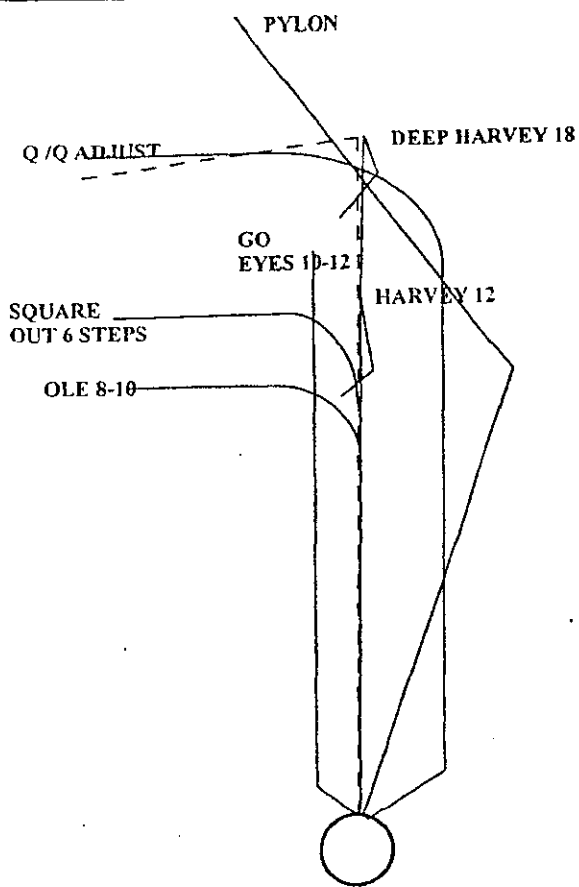
# SLOT RECEIVER ROUTE TREE



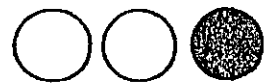
# SLOT RECEIVER ROUTE TREE



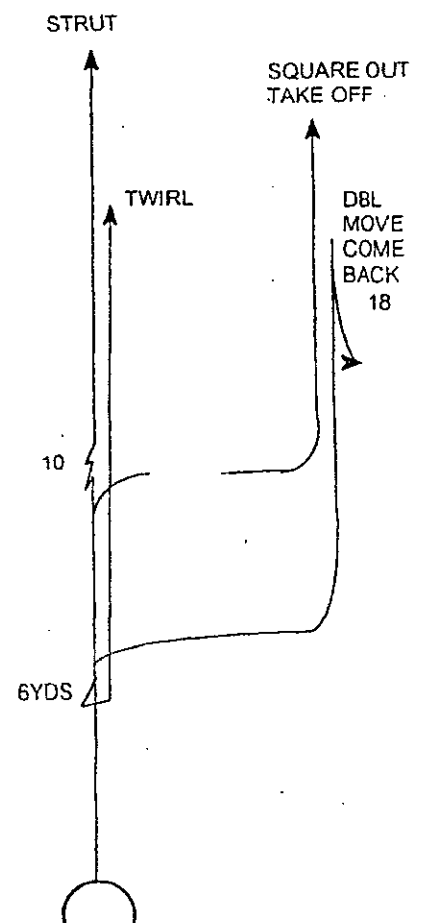
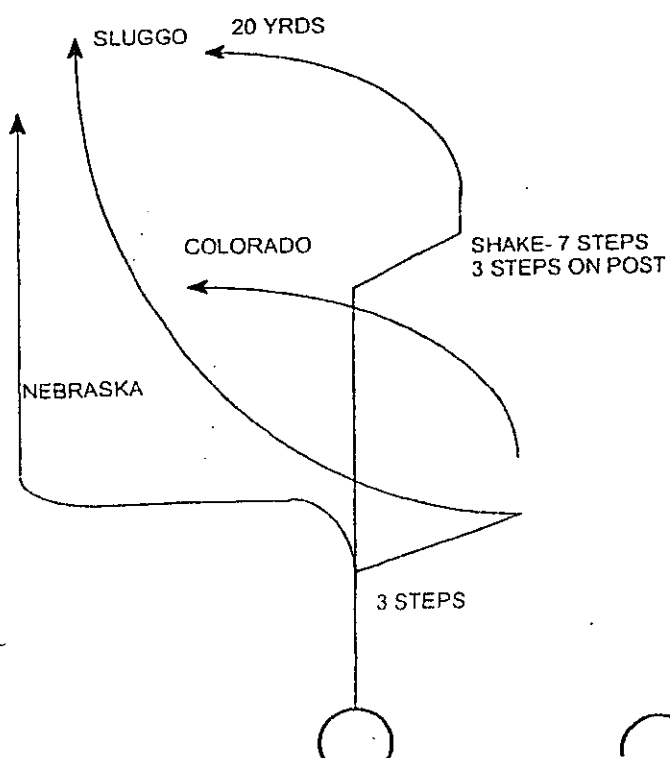
# OUTSIDE RECEIVER TREE- OUTSIDE BREAKING ROUTES



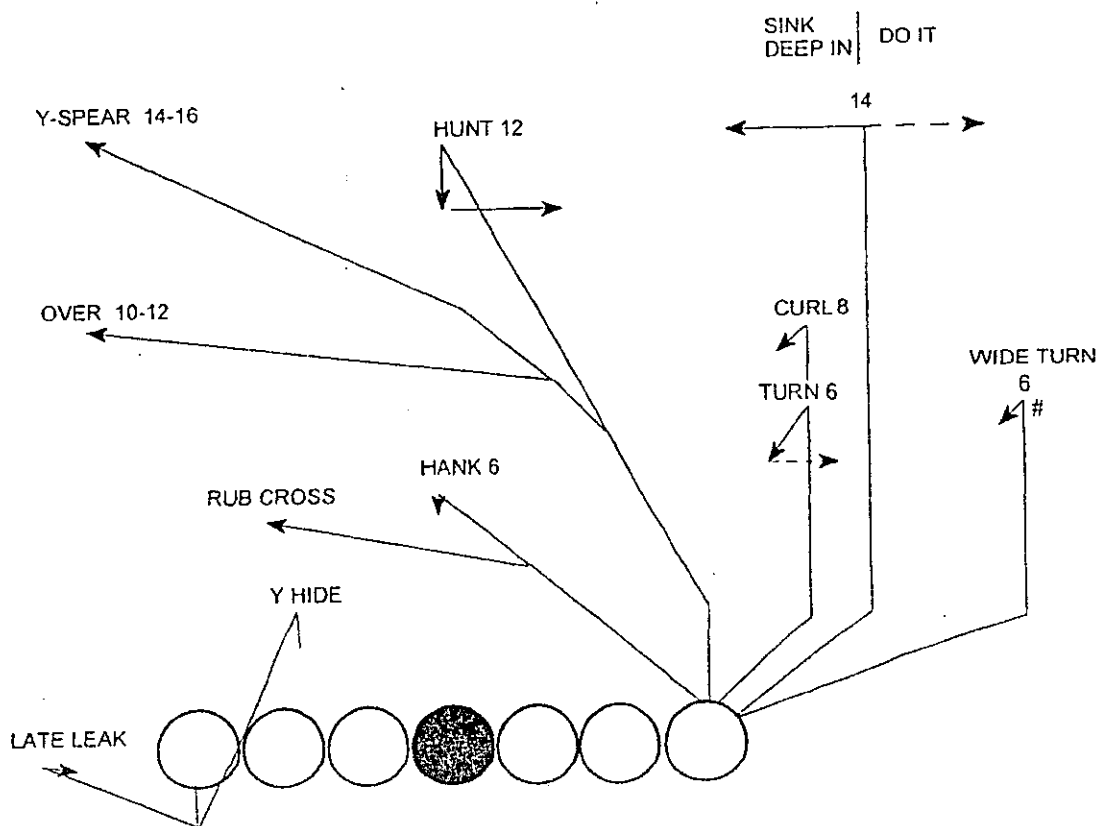
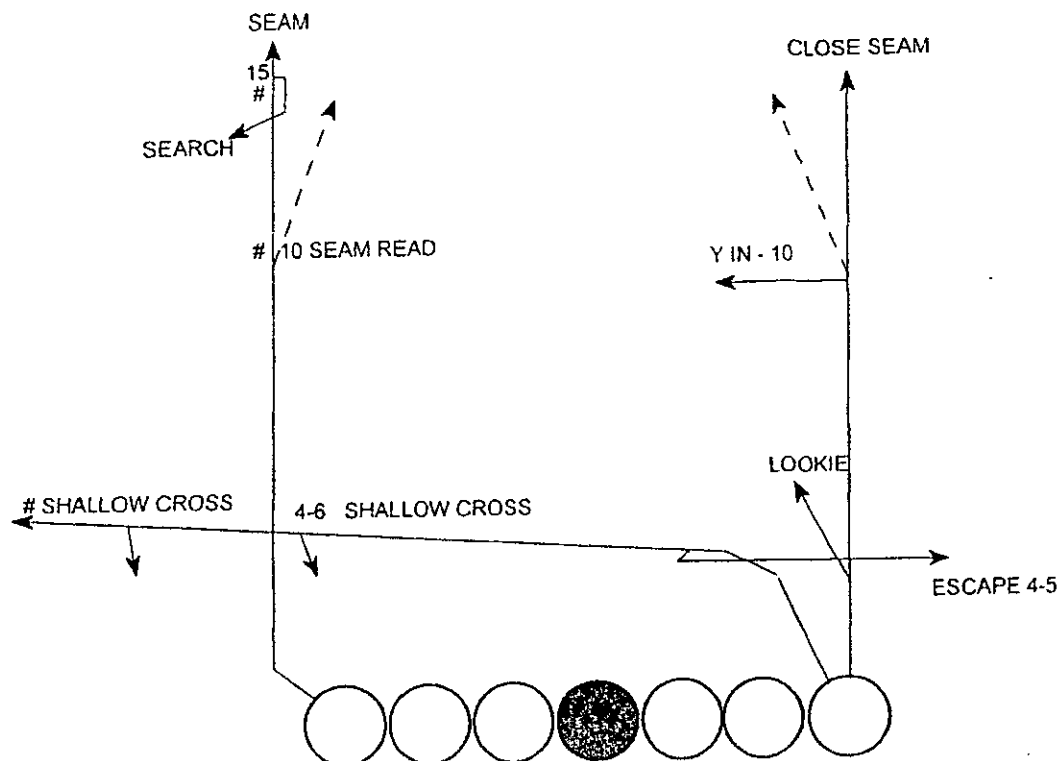
HARVEY/DEEP HARVEY  
SQUARE OUT  
ADJUST VS CLOUD ONLY



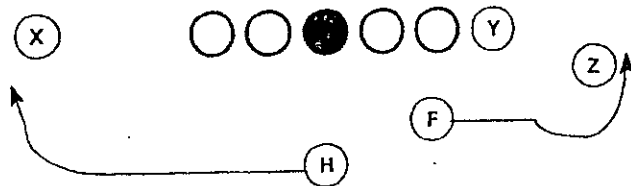
## DOUBLE MOVE TREE



# TIGHT END ROUTE TREE

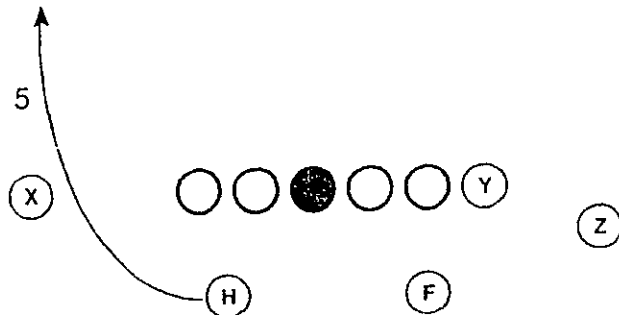


# WIDE



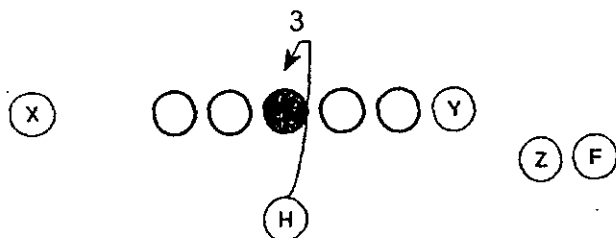
Sprint for width, on 5th step, lose 1 yard then turn upfield 4 yards from sideline, 1 yard behind LOS.

# SWING



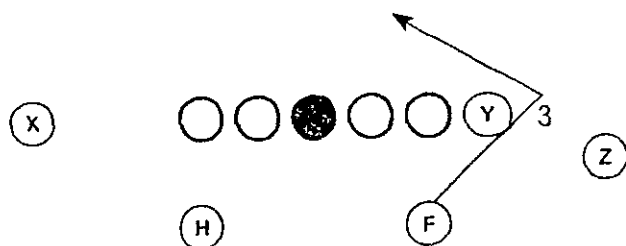
Arc release gaining width and depth up-field 5 yards from sideline looking over inside shoulder.

# CHK DOWN



Check through LOS to a spot 3 yards over football. Turn in your shadow in QB vision.

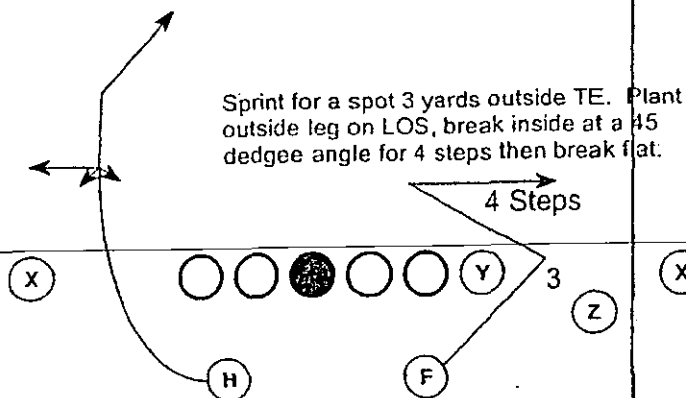
# ANGLE



Sprint for a spot 3 yards outside TE, plant outside leg on LOS, break inside at a 45 degree angle.

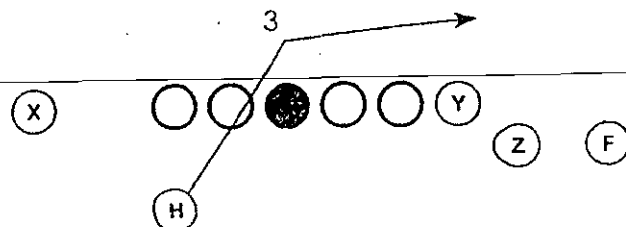
# COUGAR

# ARROW



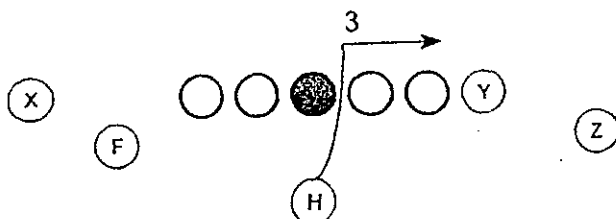
Arc Release to a break point at 4 to 5 yds vs man break out, zone sit down off leverage and 2 HI Post option.

# BURST



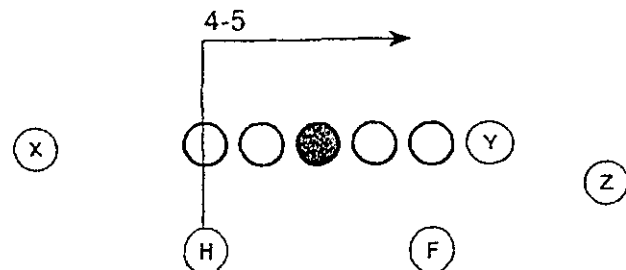
Take best release through A or B gap and run a 3 yard route across ball.

# AWAY



Take best release through A or B gap and run a 3 yard route away from ball.

# CROSS



Take best release through B or C gap. Vertical stem to a breaking point at 4-5 yards, then burst across ball.



# ROUTE TREES

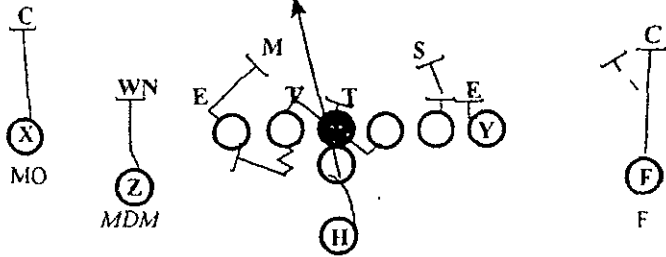
I 31

I 30

N42 UND

FS

SS

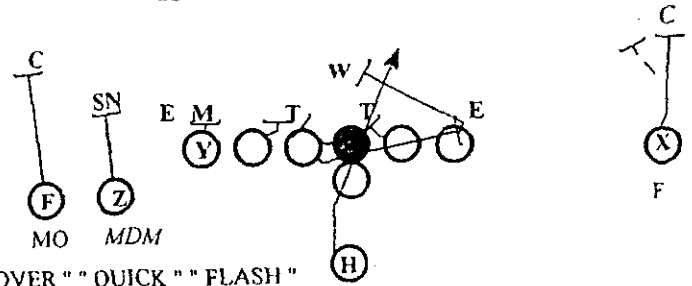


" UNDER " " I " " C "

N42OV PT

SS

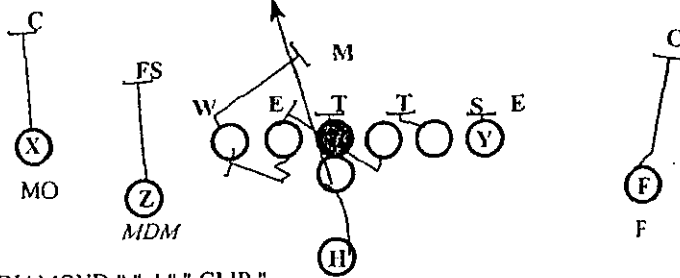
FS



" OVER " " QUICK " " FLASH "

N42 OV DIA PT

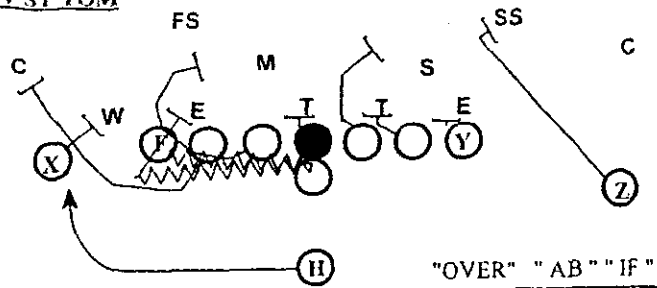
SS



" DIAMOND " " I " " CLIP "

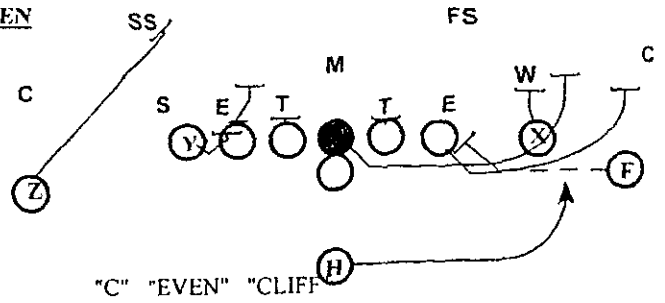
TRAP

## TOSS 39 CRACK



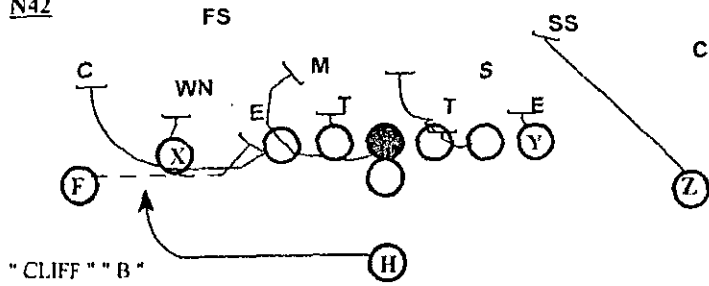
## TOSS 38 CRACK

EVEN

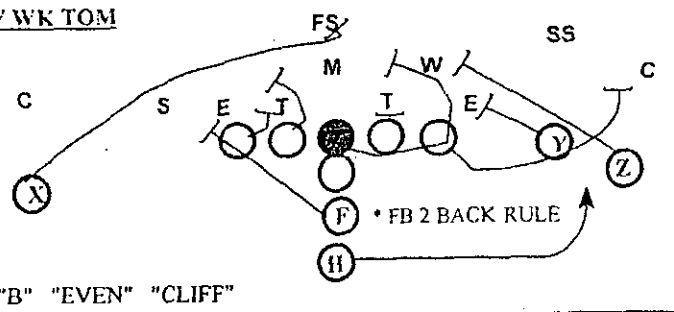


N42

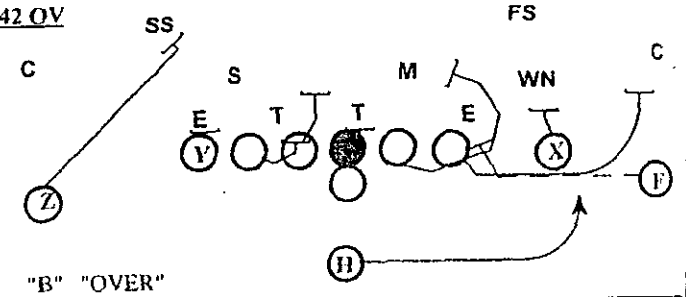
FS



EV WK TOM

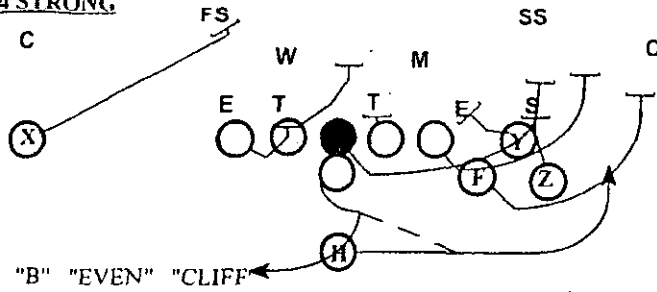


N42 OV



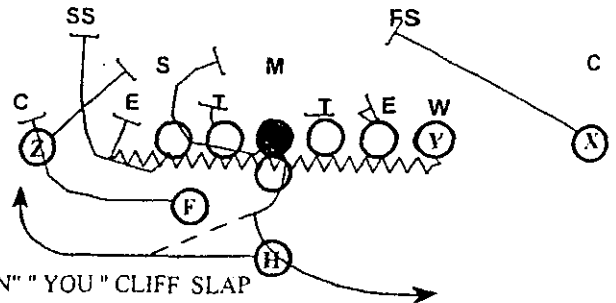
# TOSS 38 GATOR

44 STRONG

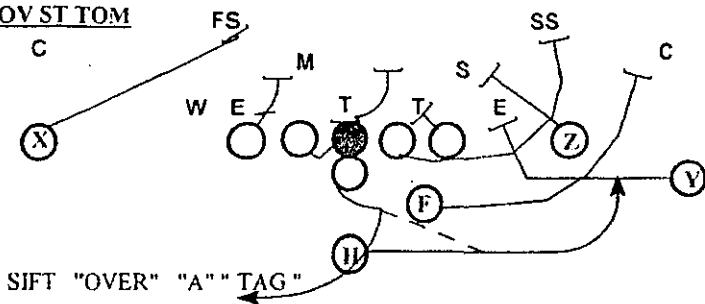


# TOSS 39 GATOR

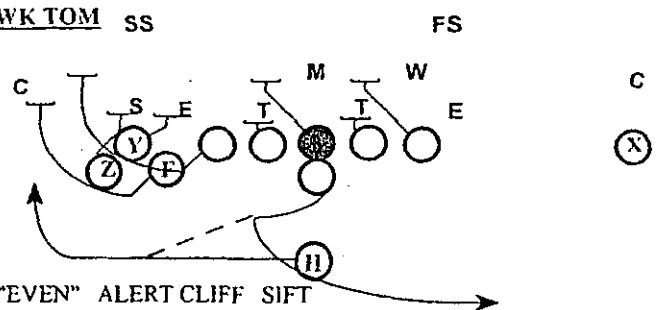
EVEN



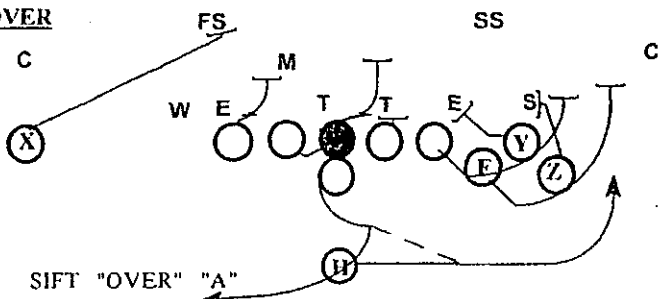
OV ST TOM



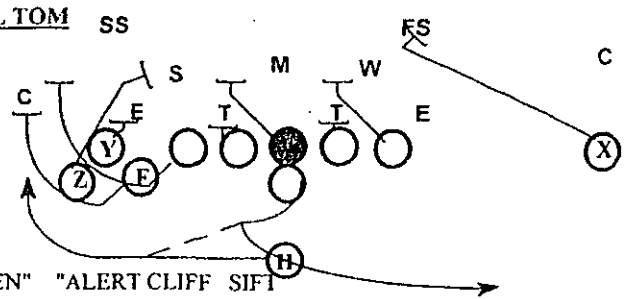
EV WK TOM



OVER



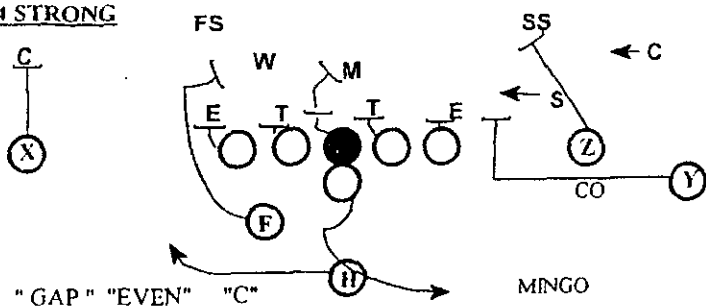
EV DBL TOM



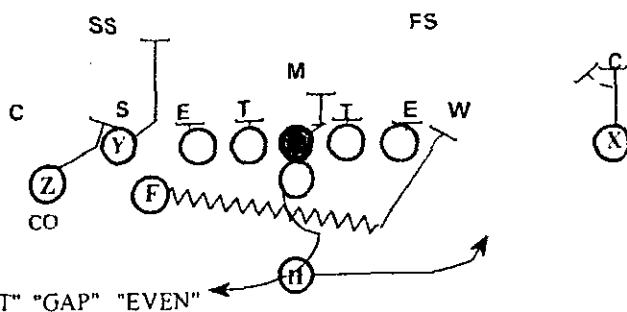
# TOSS 39 BASE

# TOSS 38 BASE

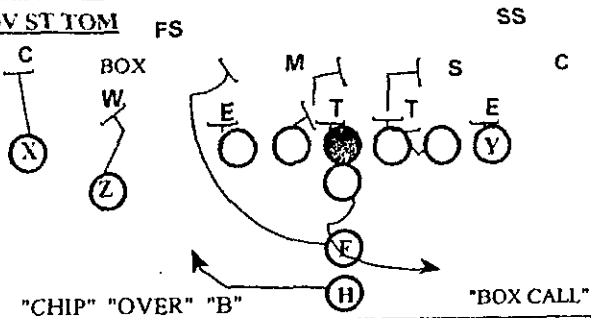
44 STRONG



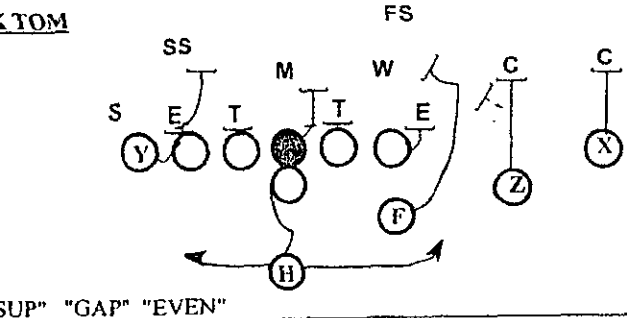
EVEN



OV ST TOM



EV WK TOM



# RUN: TOSS 38 (39) (TED) BOSS

<p><u>44 STRONG</u></p> <p>"B" "UNDER" "CLIFF" "TED"</p>	<p><u>EV STR TOM WW</u></p> <p>"TAG"</p>
<p><u>UNDER FIN</u></p> <p>"UNDER" "TED" "LIZ"</p> <p>* GO BACK 1</p>	

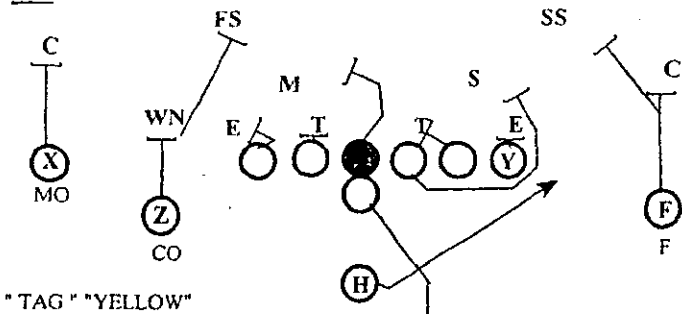
TOSS



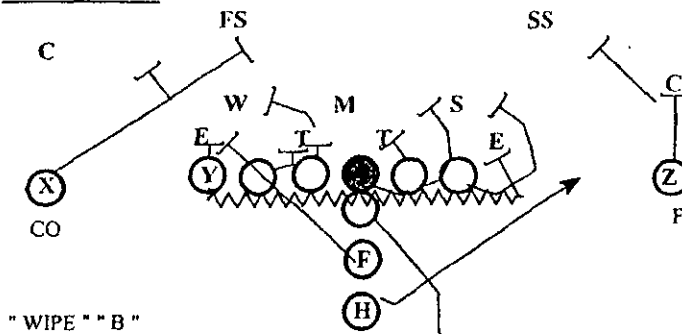
# SRINT 38 TED

# SPRINT 39 TED

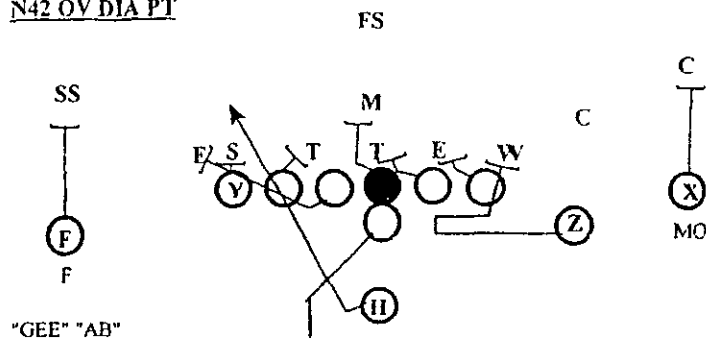
N42



OV DBL TOM



N42 OV DIA PT



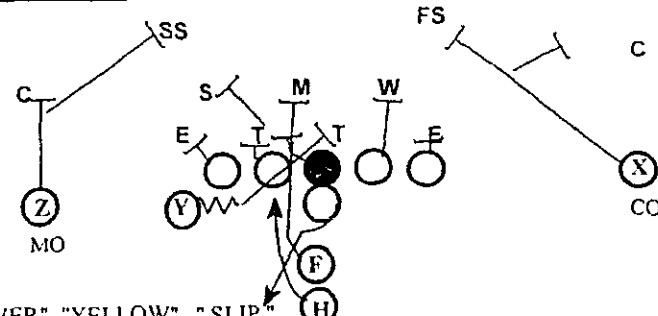
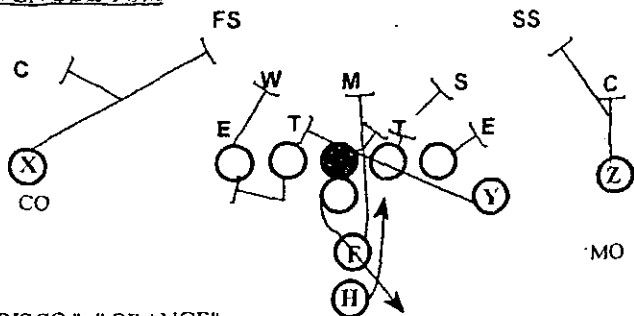
SPRINT

# SLANT 32 YAM

# SLANT 33 YAM

## EVEN DBL TOM

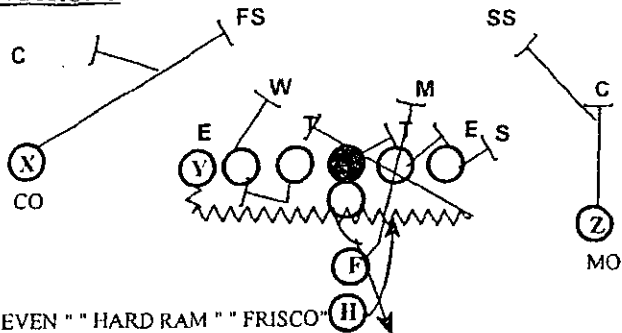
## OV DBL TOM



"FRISCO" "ORANGE"

"OVER" "YELLOW" "SLIP"

## 44 STRONG

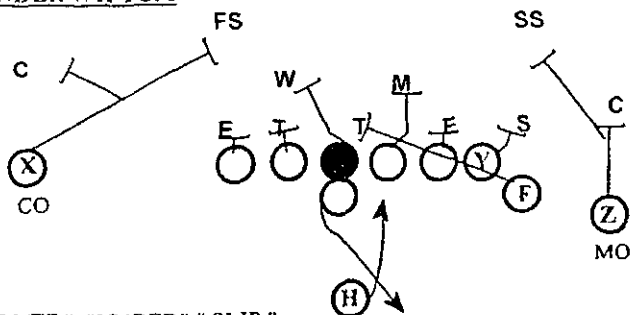


"EVEN" "HARD RAM" "FRISCO"

# SLANT 32 BONG

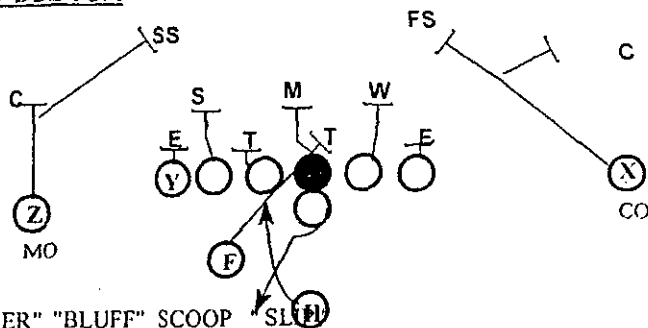
# SLANT 33 BONG

## UNDER WK TOM



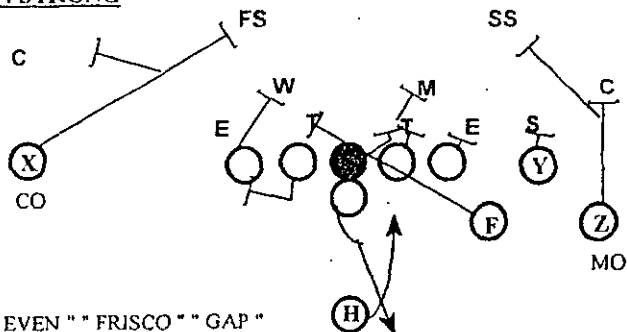
"BLUFF" "UNDER" "SLIP"

## OV DBL TOM



"OVER" "BLUFF" SCOOP

## 44 STRONG

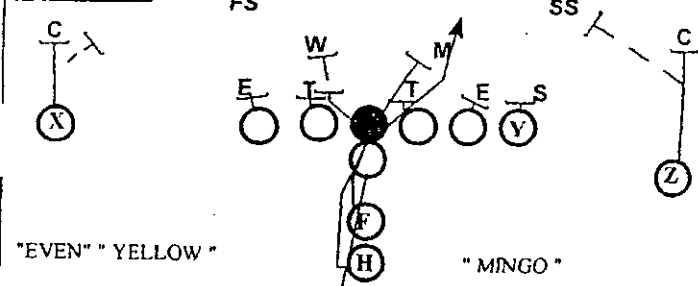


"EVEN" "FRISCO" "GAP"

SLANT

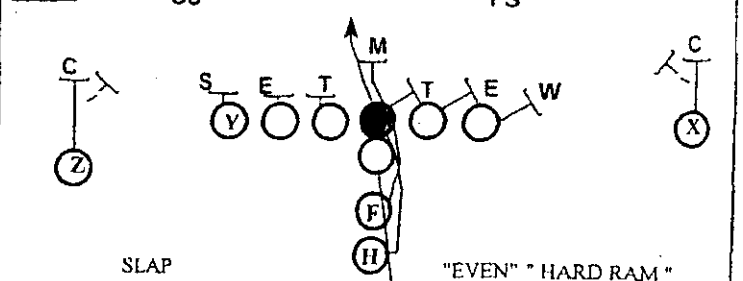
# RIDE 33 BEND

44 STRONG

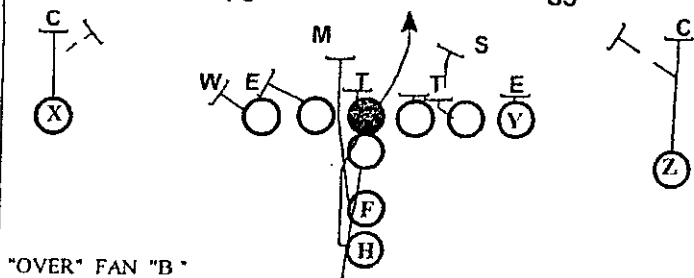


# RIDE 32 BEND

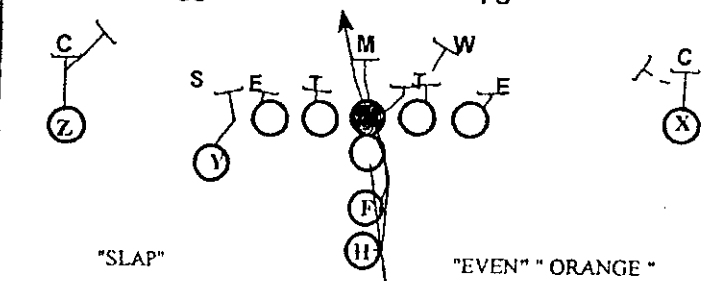
EVEN



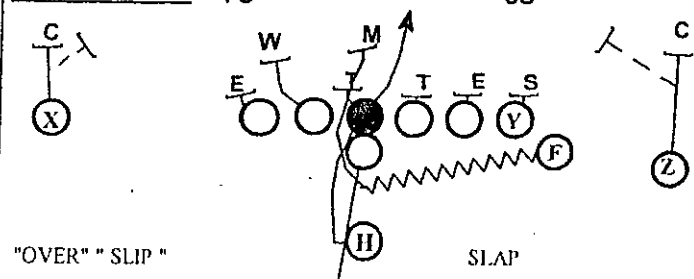
OV ST TOM



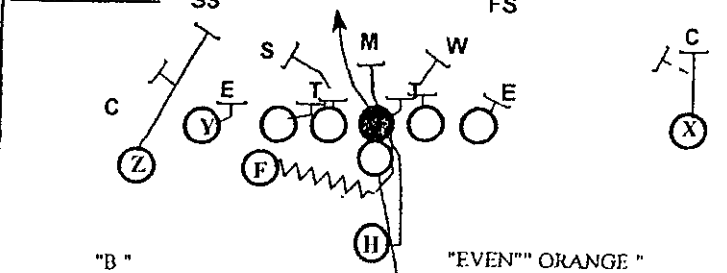
EV WK TOM



OVER WK TOM

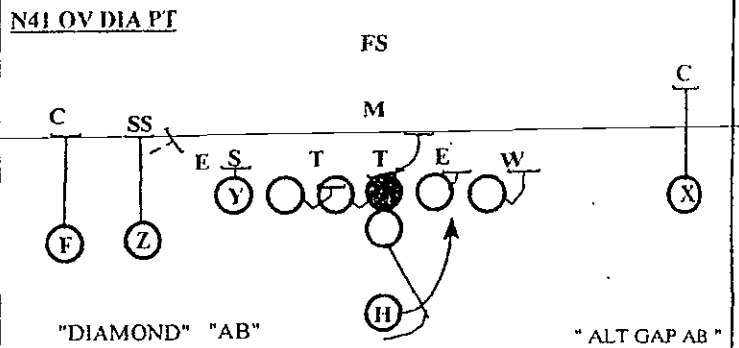
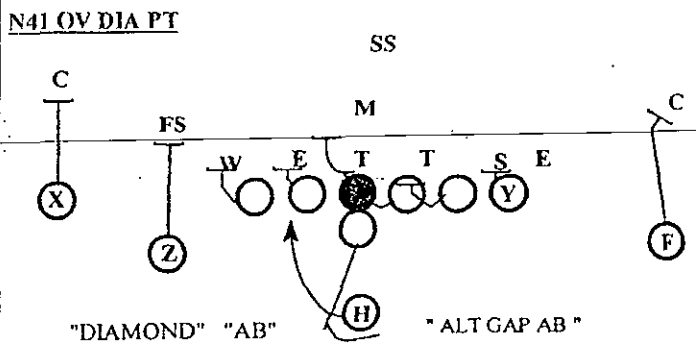
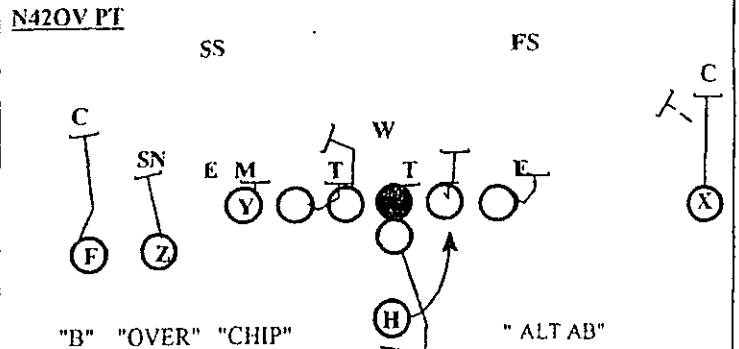
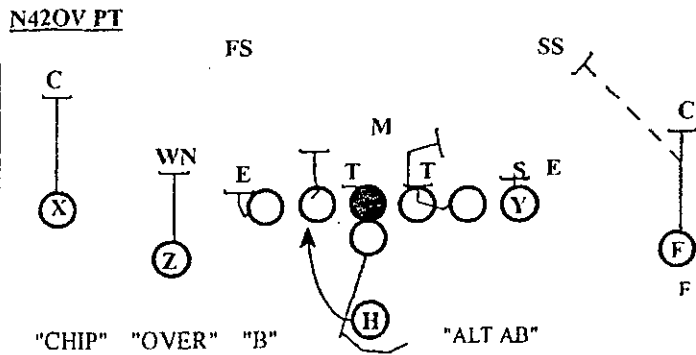
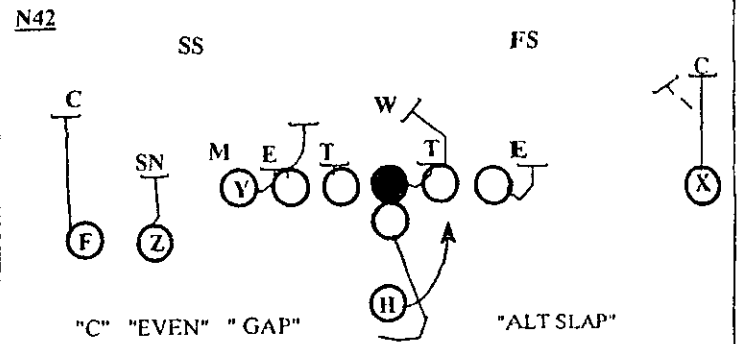
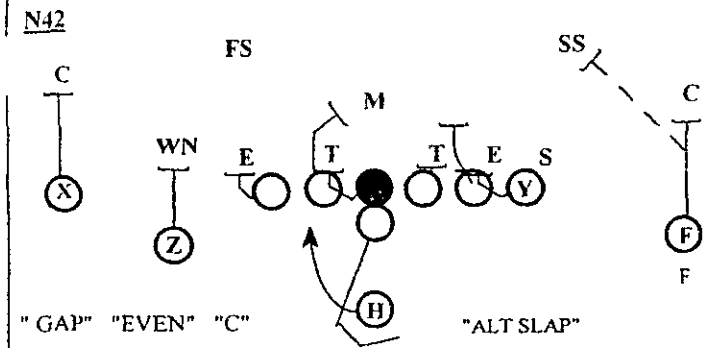


EV DBL TOM



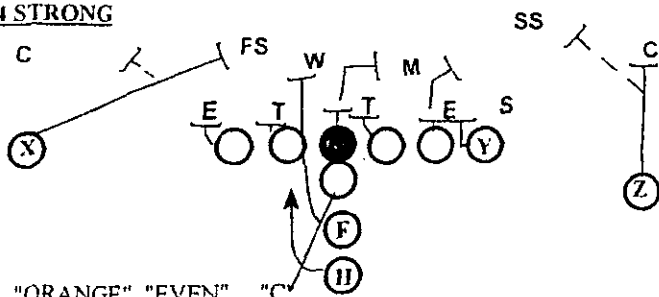
# RIDE 35 WEAK

# RIDE 34 WEAK



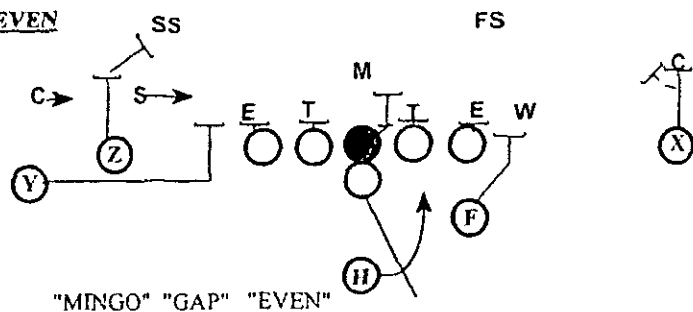
# RIDE 35 BASE

44 STRONG



# RIDE 34 BASE

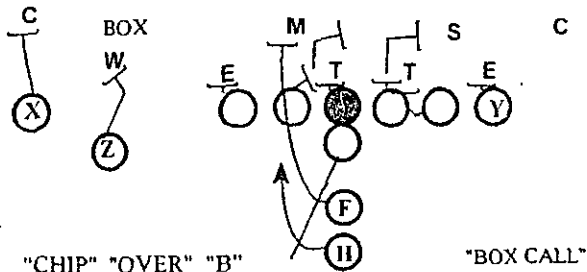
EVEN



OV ST TOM

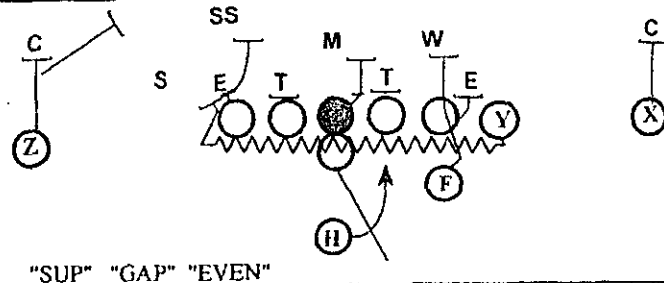
FS

SS



EV WK TOM

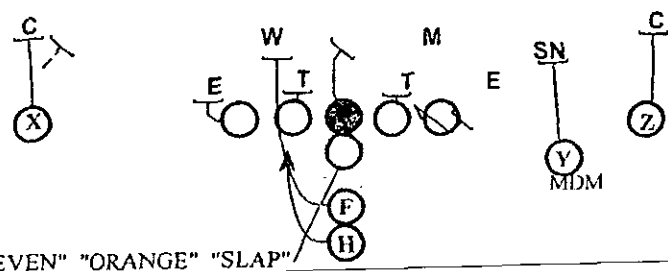
FS



N42

FS

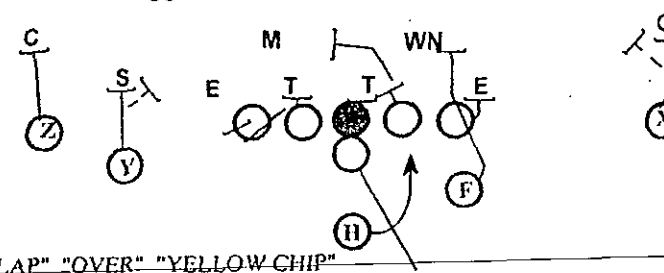
SS



N42 OV

SS

FS



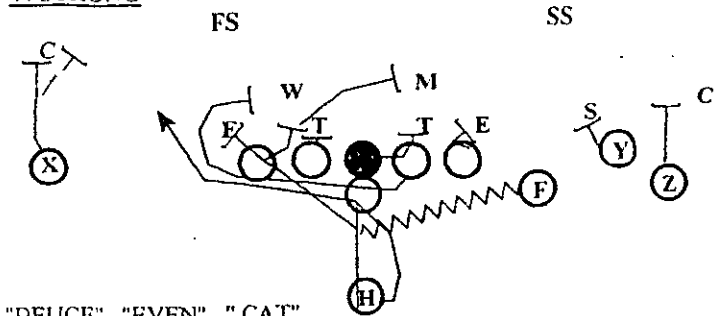


RIDE

# MID 35 KICK

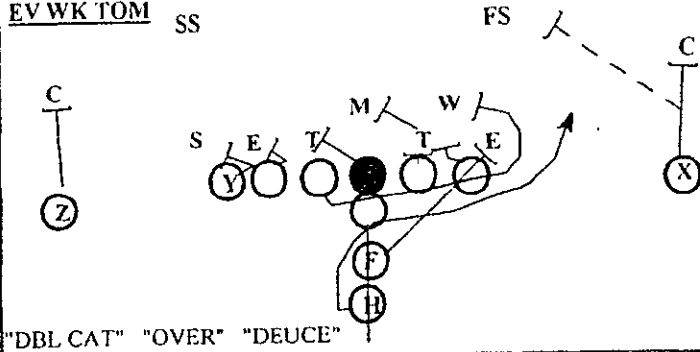
# MID 34 KICK

44 STRONG



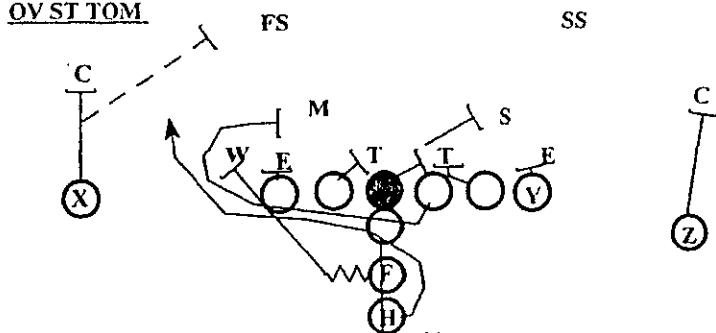
"DEUCE" "EVEN" "CAT"

EV WK TOM



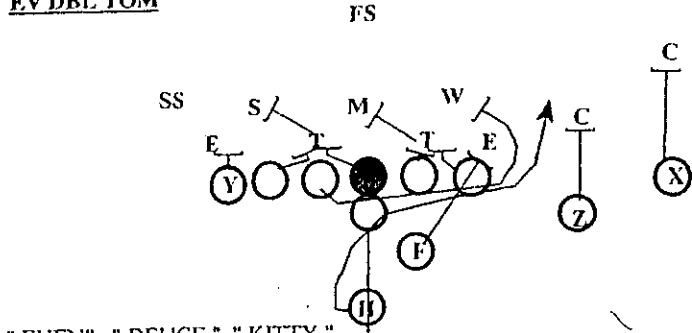
"DBL CAT" "OVER" "DEUCE"

OV ST TOM



"OVER WANDA" "QUICK" "KITTY"

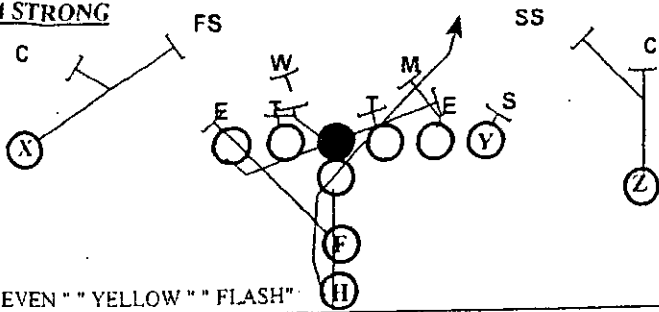
EV DBL TOM



"EVEN" "DEUCE" "KITTY"

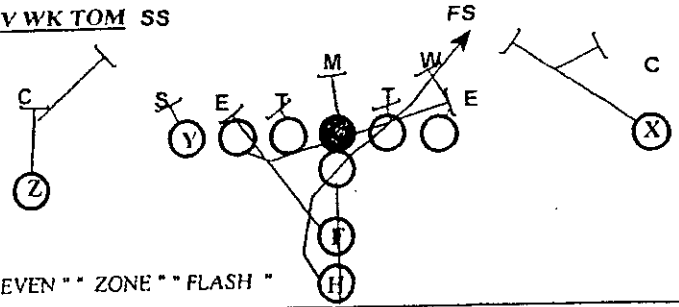
# MID 34 / 5 TIDE

44 STRONG



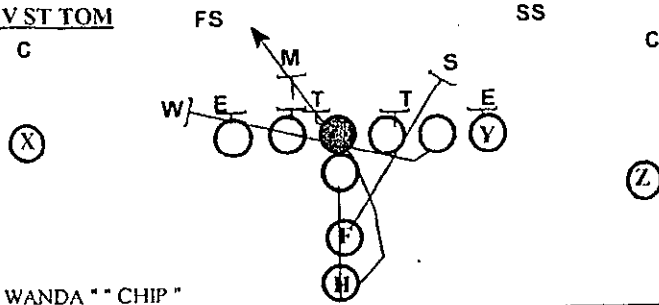
"EVEN" "YELLOW" "FLASH"

EV WK TOM SS



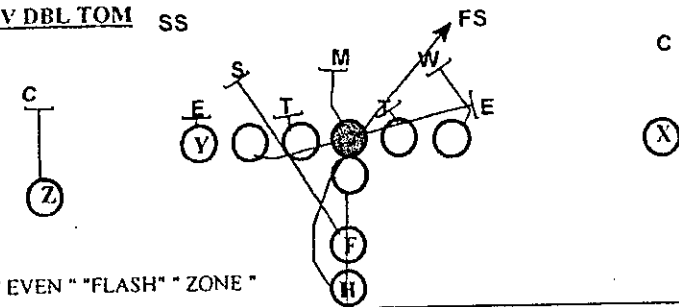
"EVEN" "ZONE" "FLASH"

OV ST TOM



"WANDA" "CHIP"

EV DBL TOM SS



"EVEN" "FLASH" "ZONE"

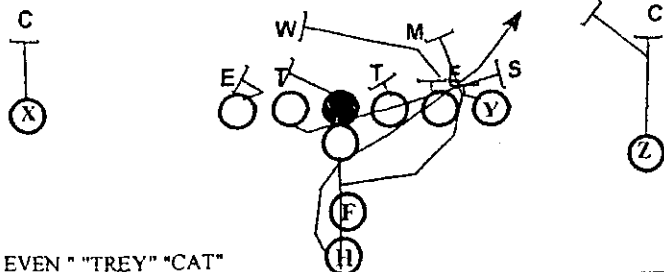
# MID 36 CTR

# MID 37 CTR

44 STRONG

FS

SS

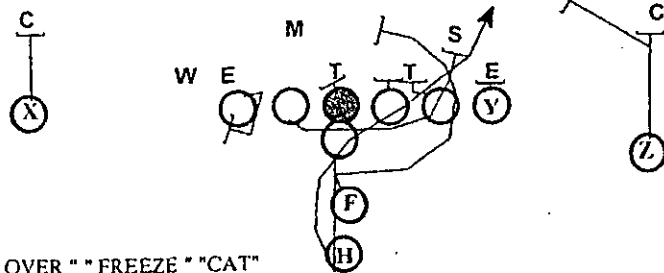


" EVEN " "TREY" "CAT"

OV ST TOM

FS

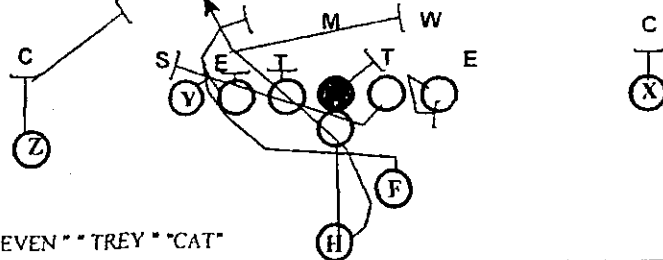
SS



" OVER " "FREEZE" "CAT"

EV WK TOM SS

FS

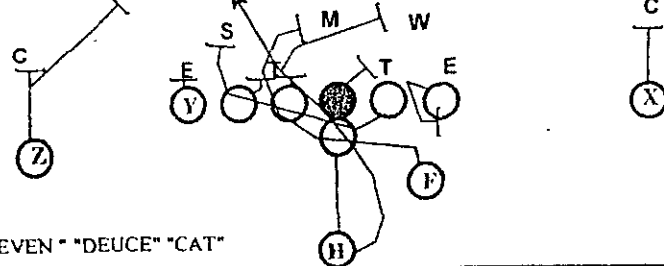


" EVEN " "TREY" "CAT"

EV DBL TOM

SS

FS

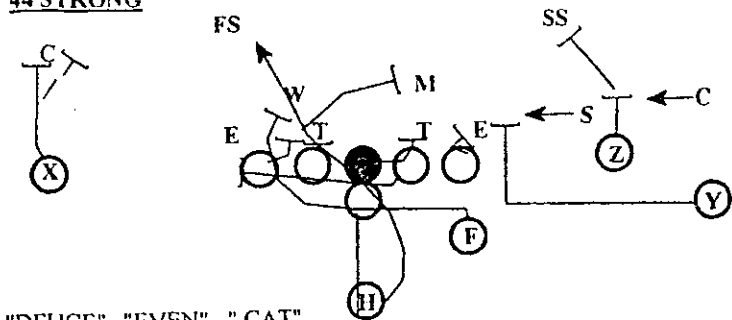


" EVEN " "DEUCE" "CAT"

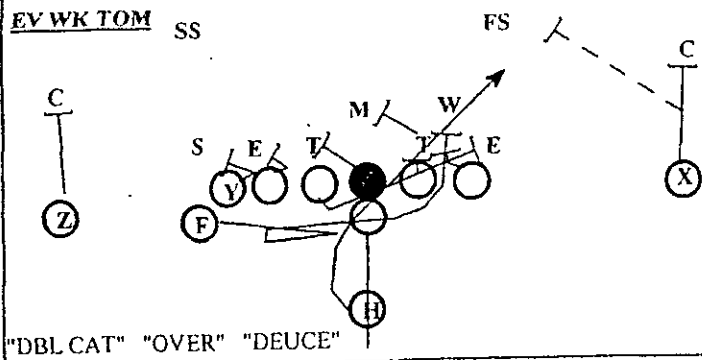
# MID 35 CTR

# MID 34 CTR

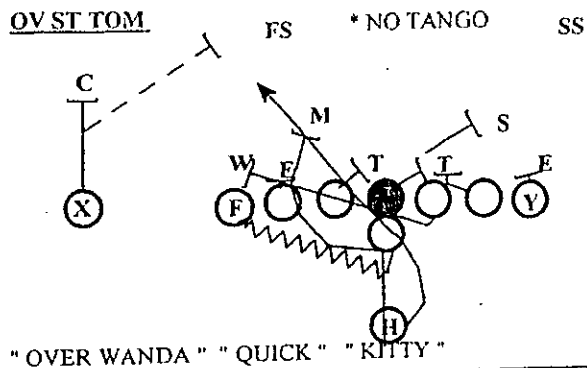
44 STRONG



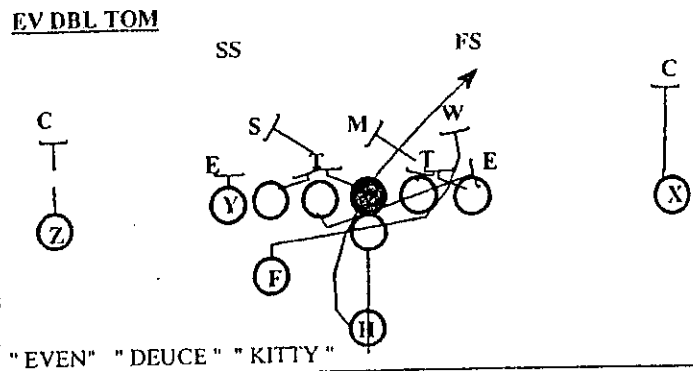
EV WK TOM SS



OV ST TOM



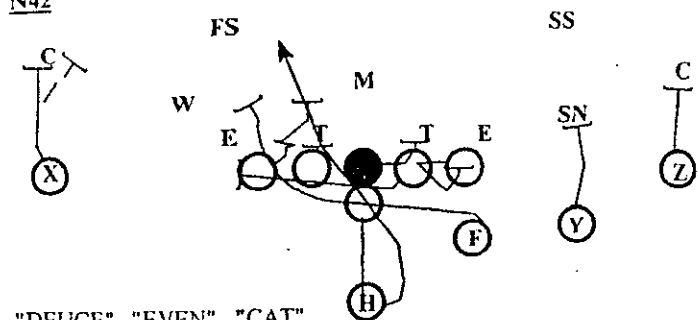
EV DBL TOM



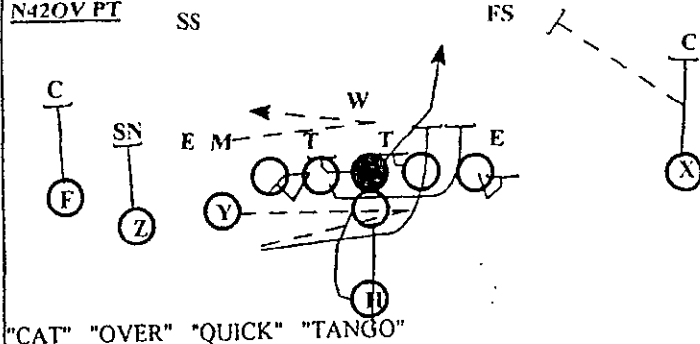
# MID 35 CTR F

# MID 34 CTR Y

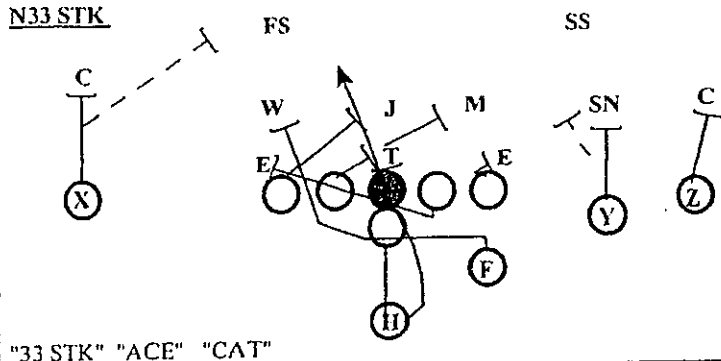
N42



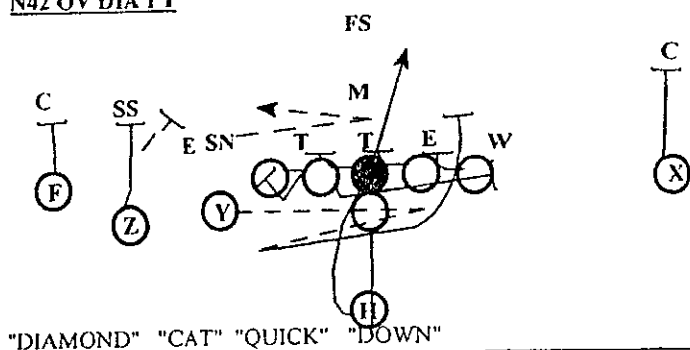
N42OV PT



N33 STK



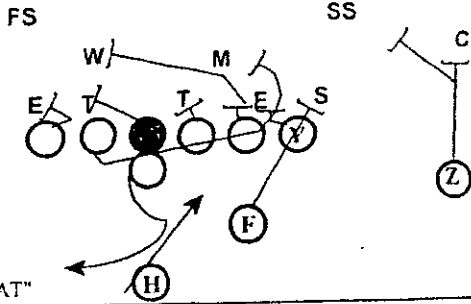
N42 OV DIA PT



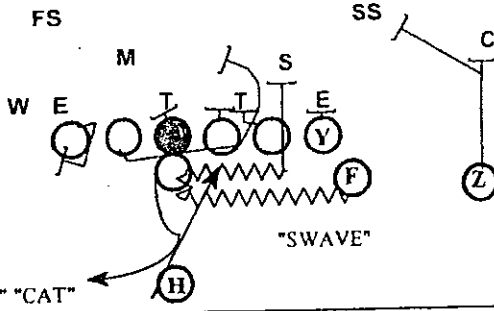
MID

# JAB 36 POWER

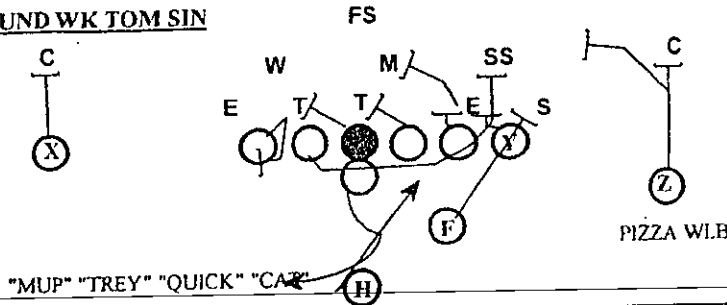
44 STRONG



OV ST TOM

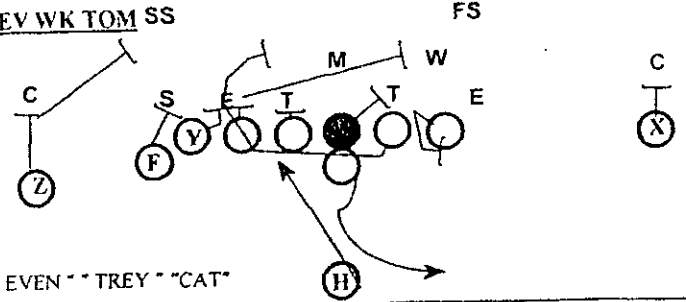


UND WK TOM SIN

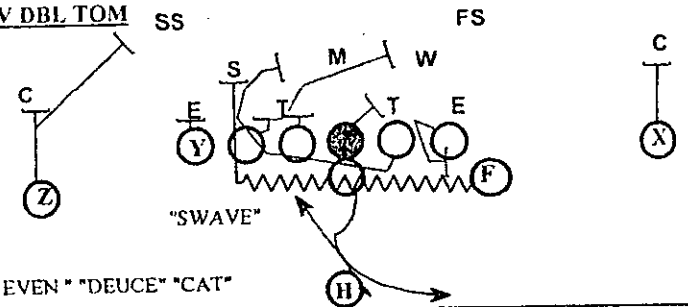


# JAB 37 POWER

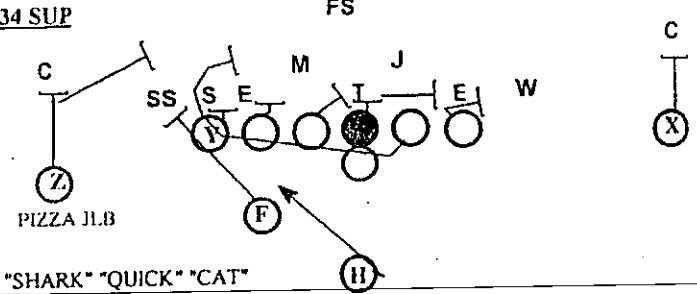
EV WK TOM SS



EV DBL TOM



34 SUP





JAB

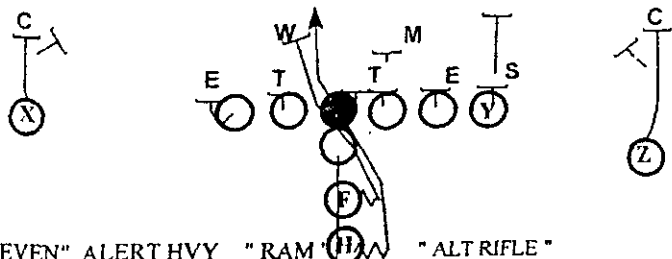
# H 45 BASE OPP.

# H 44 BASE OPP.

J4 STRONG

FS

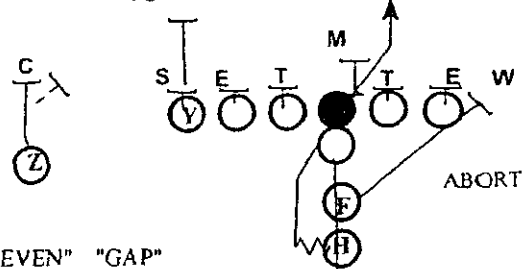
SS



EVEN

SS

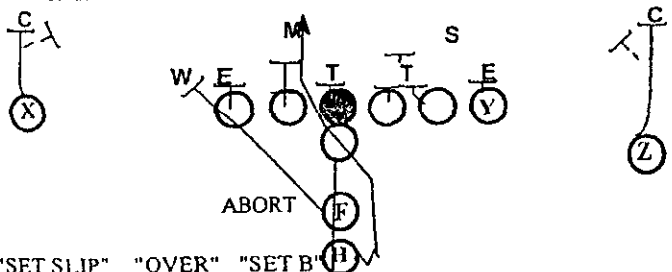
FS



OV ST TOM

FS

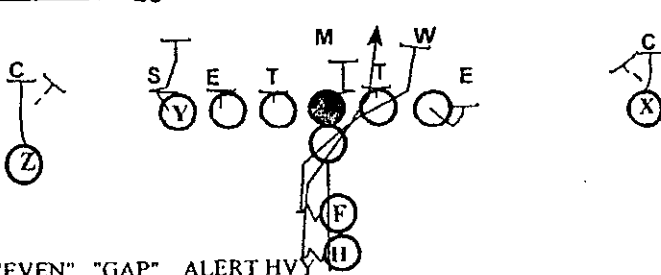
SS



EV EK TOM

SS

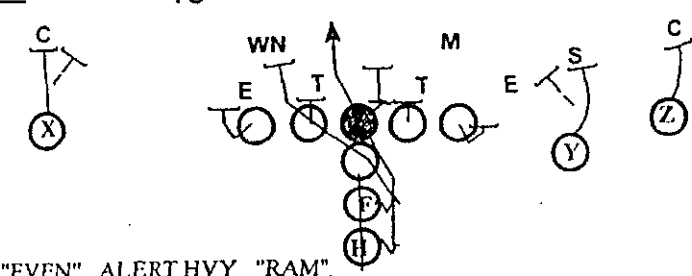
FS



N42

FS

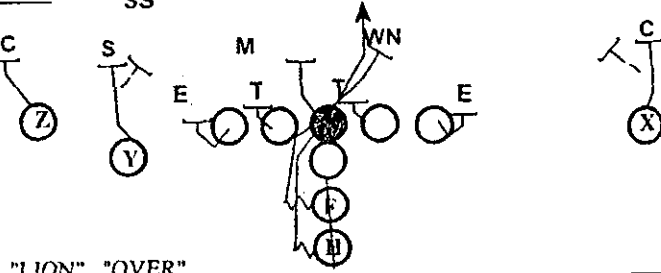
SS



N42 OV

SS

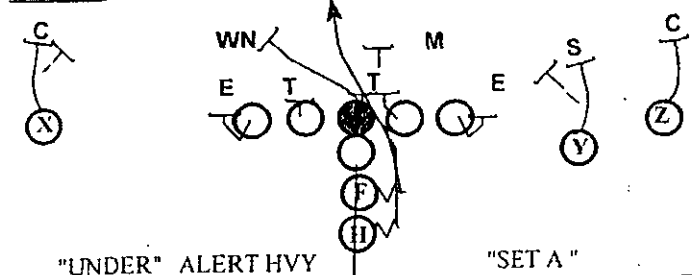
FS



N42 UND

FS

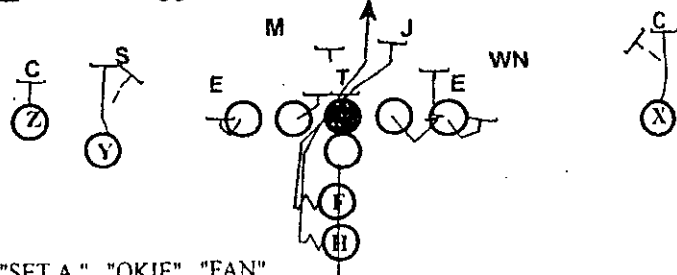
SS



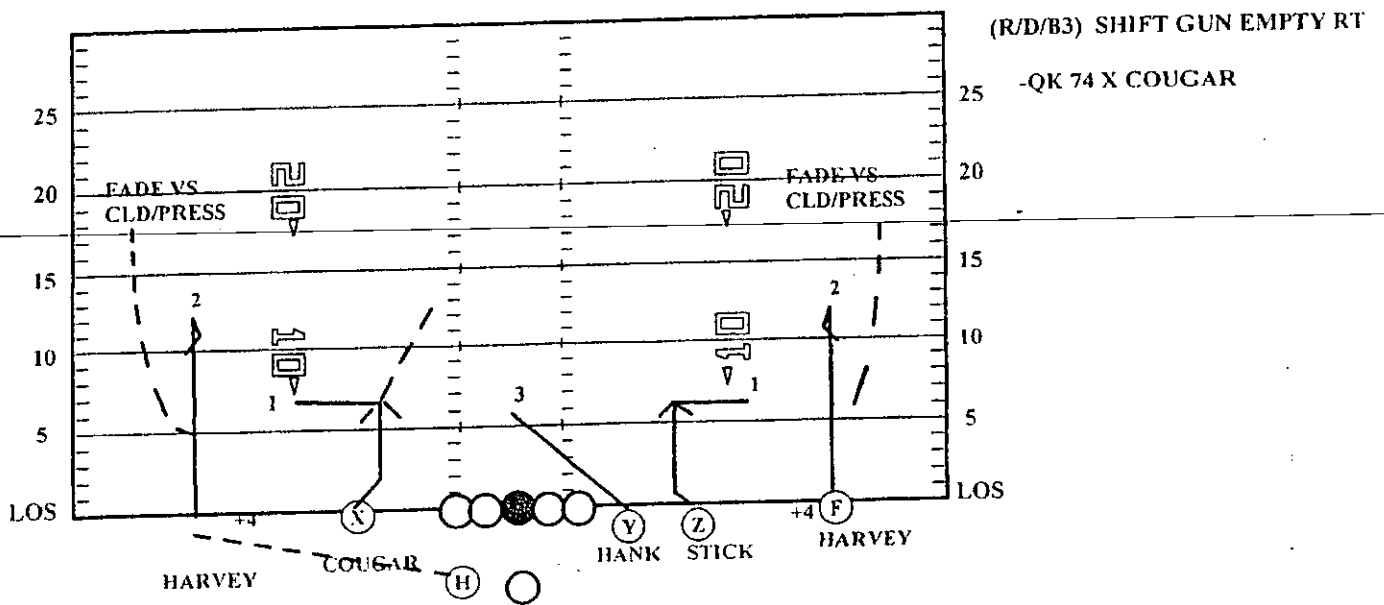
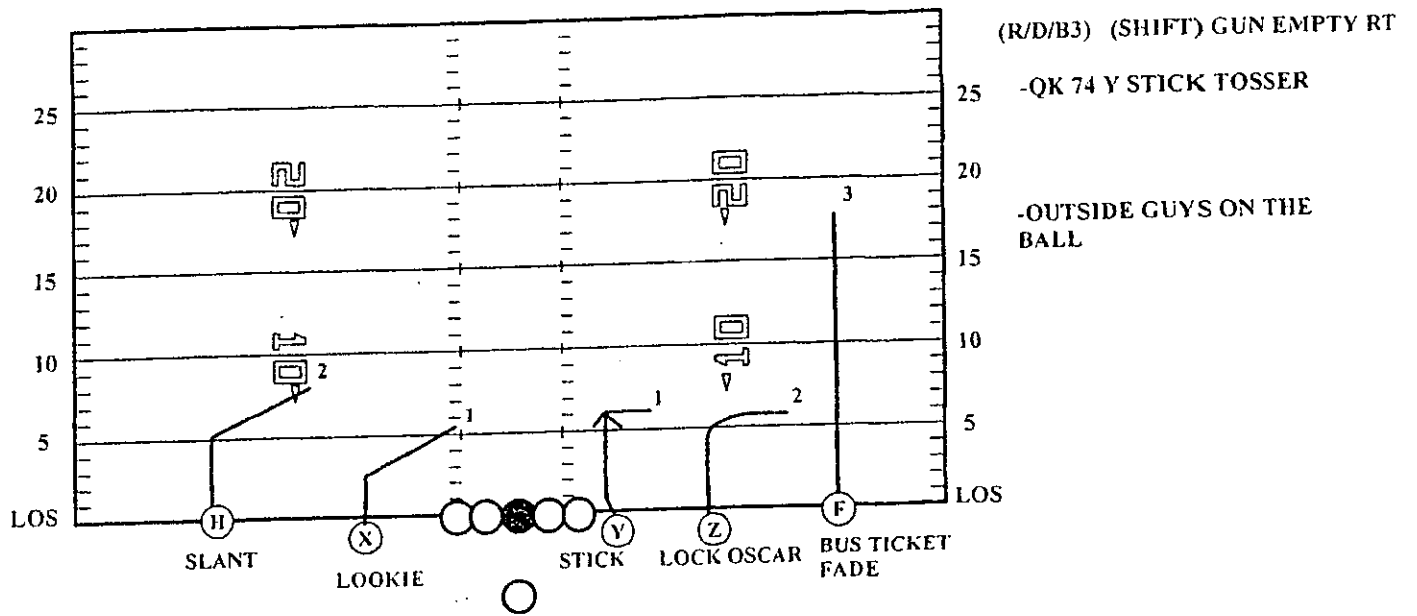
N32

SS

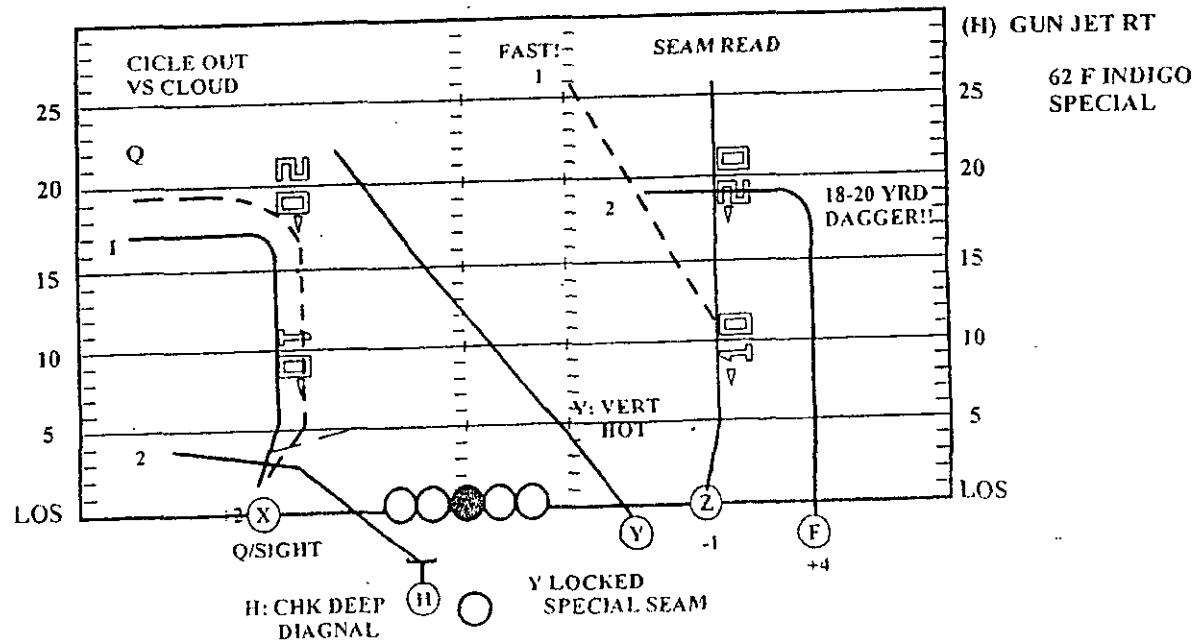
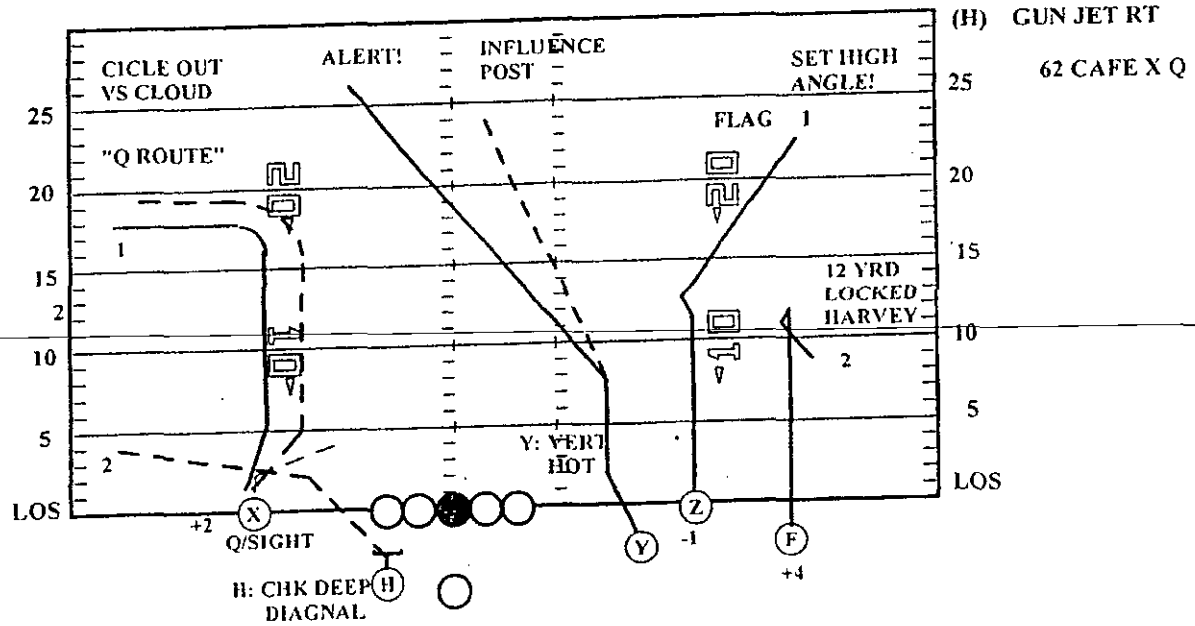
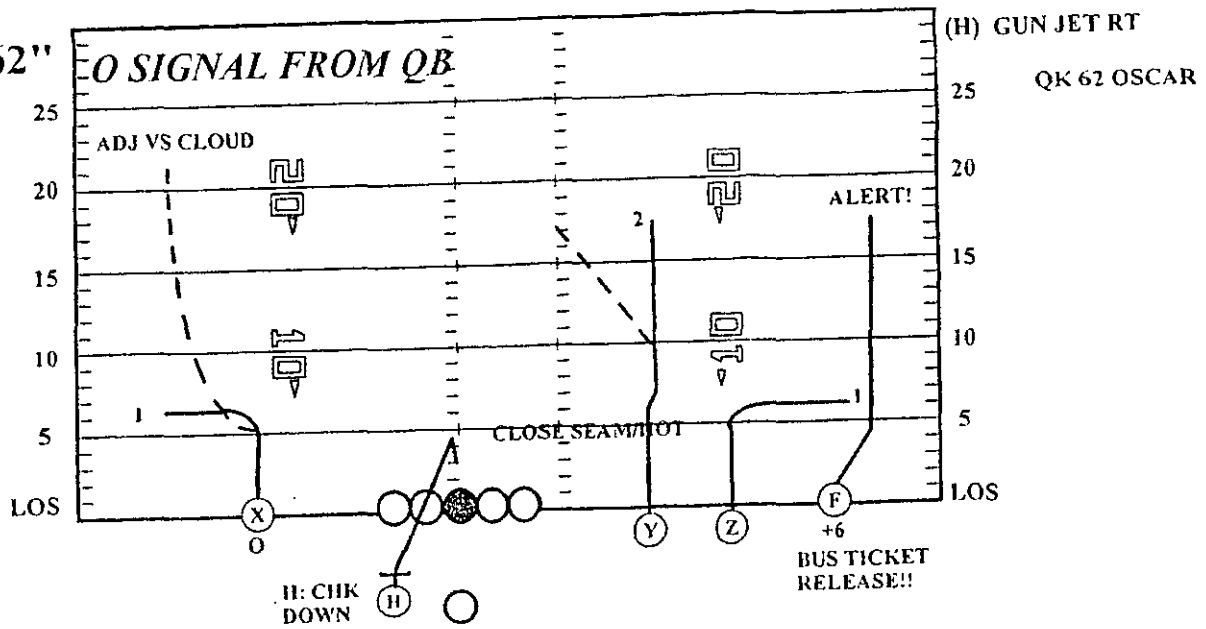
FS



# 74 - STICK/TOSSER, COUGAR

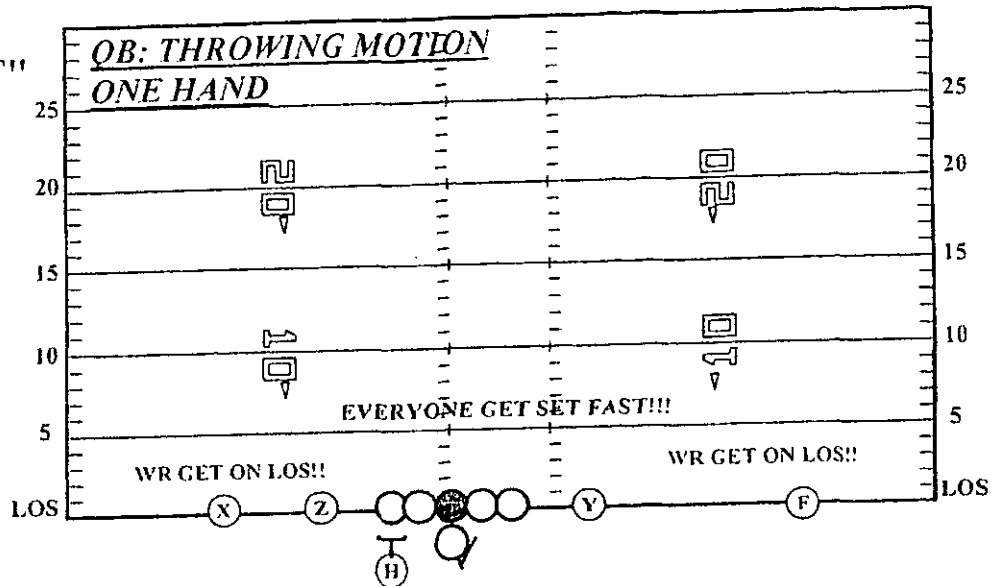


"JET RT 62"

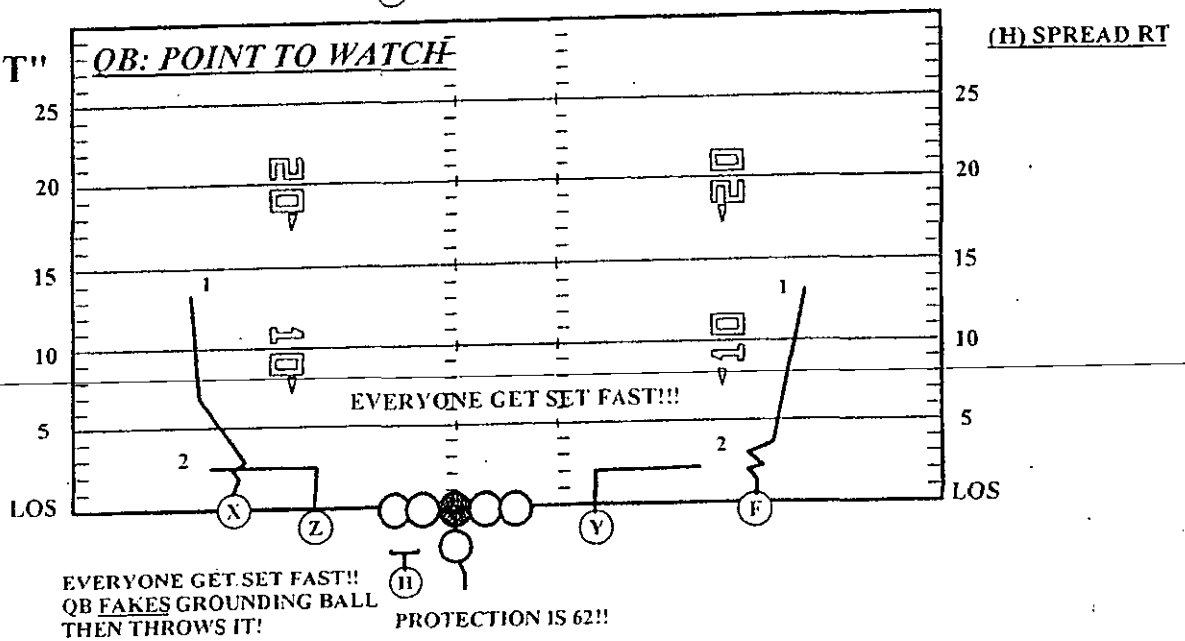


# 2 MINUTE ADDITIONAL CALLS

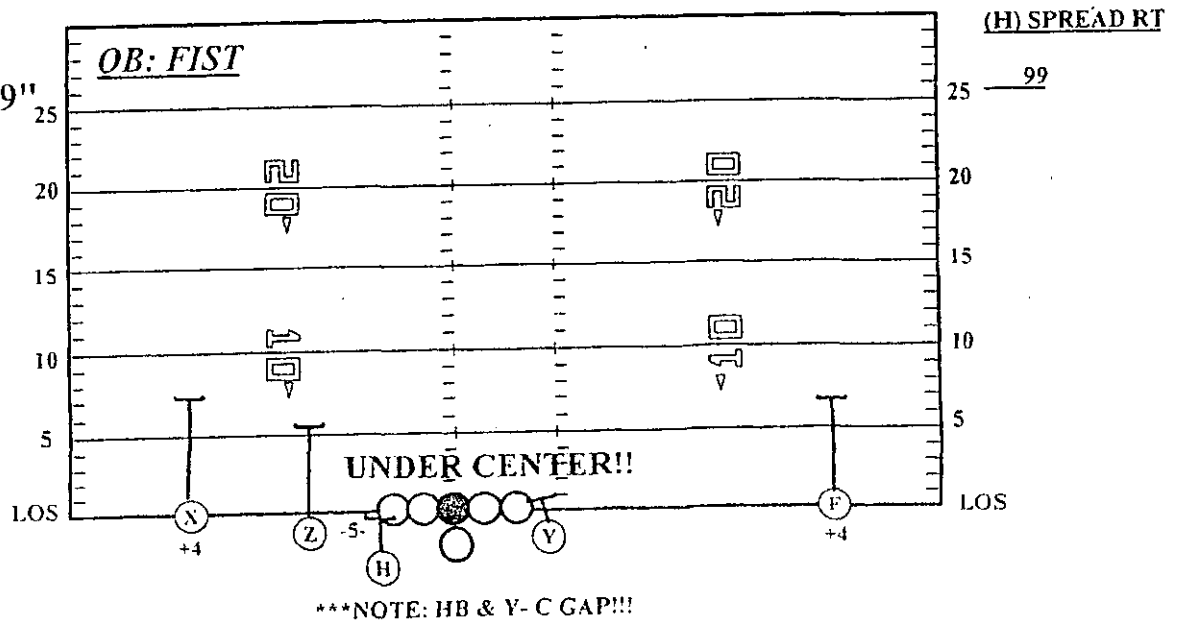
"CLOCK IT"



"WATCH IT"



"SPREAD  
(TRIPS) RT 99"



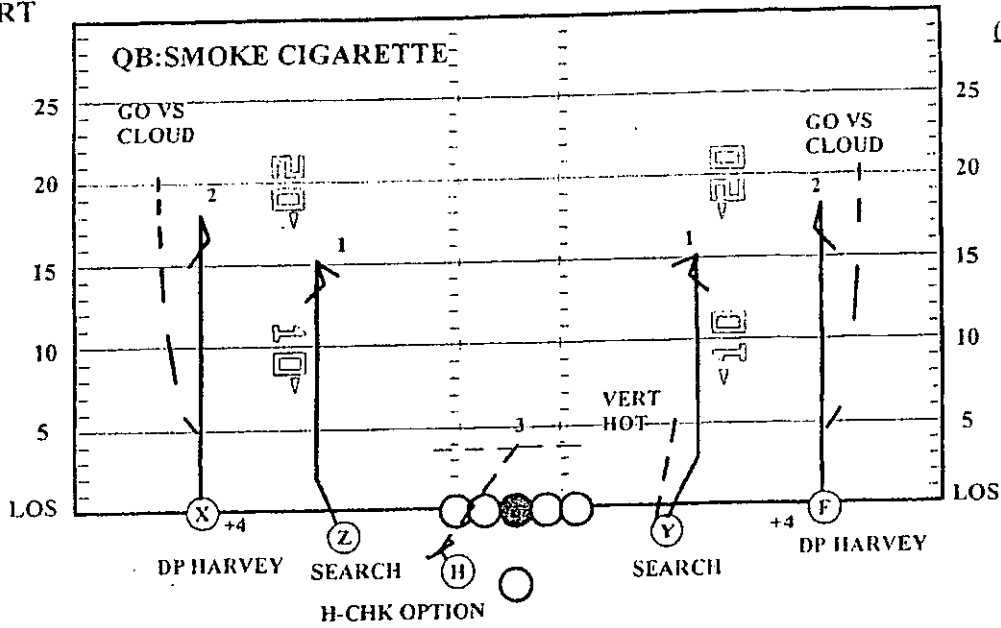
(HALF)-GUN TRIPS RT  
-82 DOUBLE Q

(HALF)-GUN TRIPS RT  
-82 DOUBLE SQUARE OUT

(HALF)-GUN TRIPS RT  
-82 DOUBLE GO

# 2 MINUTE 2X2

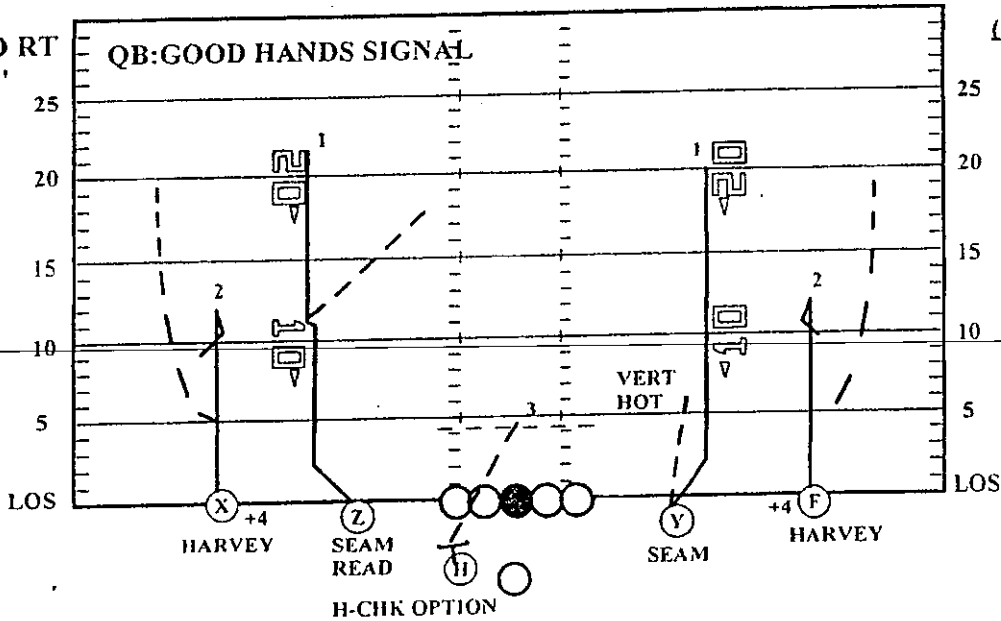
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY WINSTON

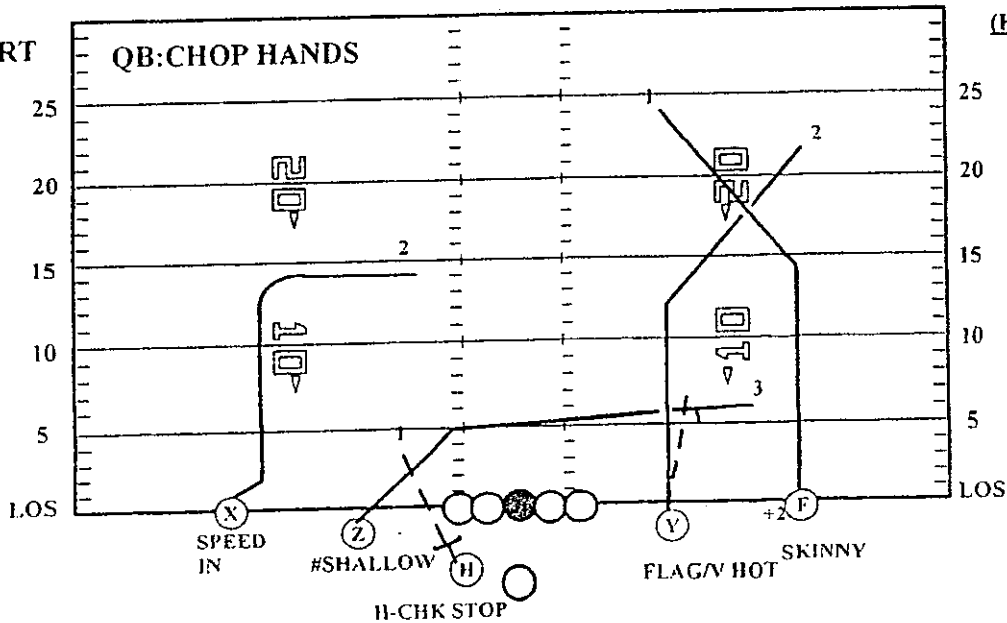
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY ALL GO

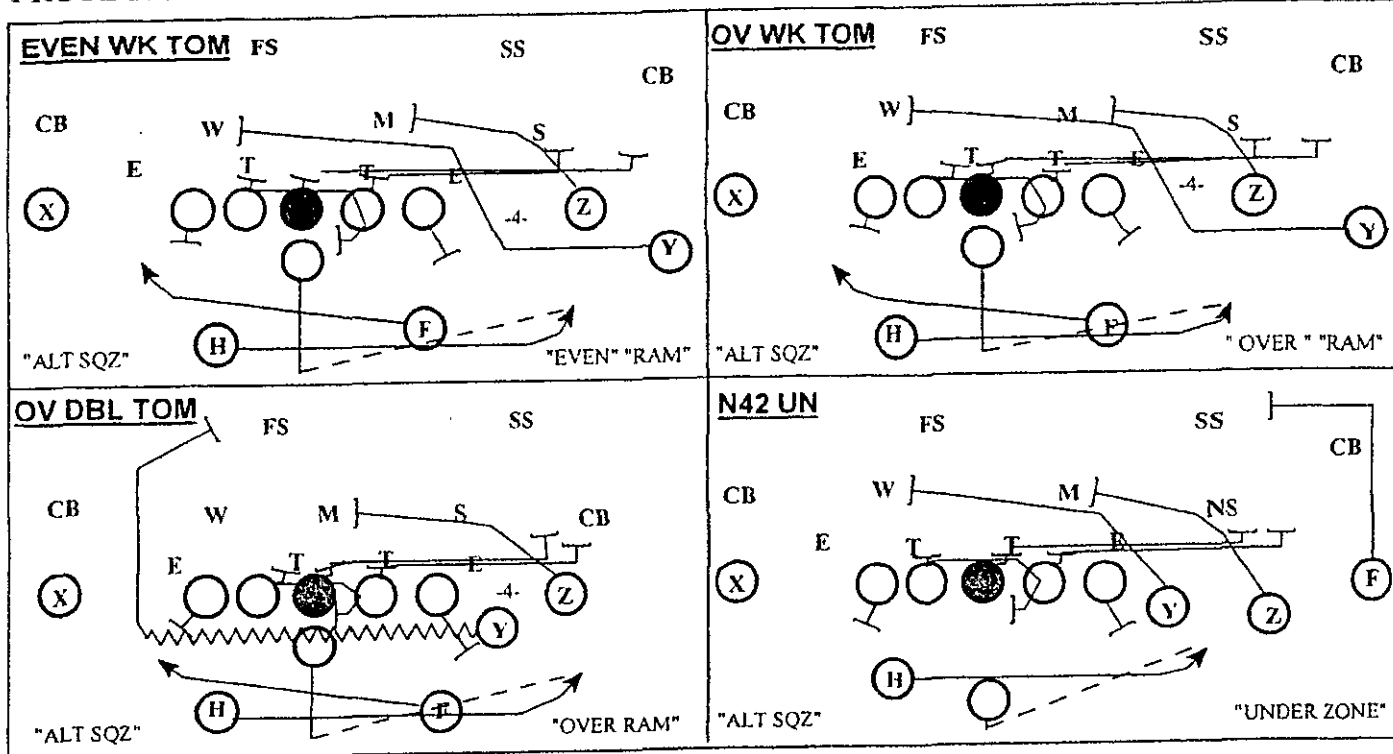
"SPREAD RT  
62, 62"



(HALF)-GUN SPREAD RT

-62 KEY Y SCISSORS CROSS

# PROTECTION: SWING SCREEN RT TO H



## DESCRIPTION:

A misdirection Screen designed to attack Man to Man coverage.. this is a 1 1/2 count screen.  
NOTE: Swing Screen Protection is a 4 Down and M Protection.

**QB**

Back pedal 5 step drop mechanics - Speed up timing vs. Pressure!

**F**

Low altitude Scat Wide.

**H**

Scat Wide.

## BACKSIDE

Block Mike Pro, alert Ram/Lion, Zone, Squeeze and Hole, you are the Rat Killer.

Block Mike Pro, Alert Squeeze vs. any threat A or B Gap.

Cutoff near Safety.

## CALLSIDE

**C**

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

**G**

Block Pro to Mike, Alert Ram/Lion, Zone and Hole, 1st out, 2nd out rules.  
\*Never the Mike.

**T**

Overset DE, you are stick.

**Y**

Eliminate Shallow Cross, Block the Will on second count.

**Z**

inf. sam and block hook area defender.



I 31

I 30

N42 UND

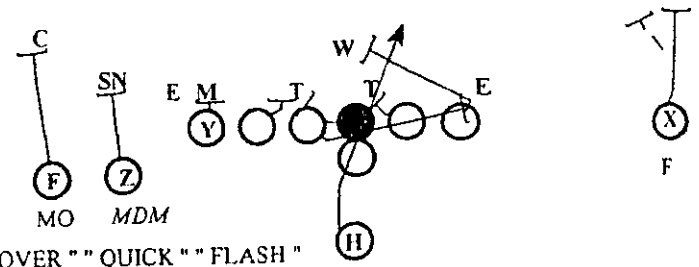
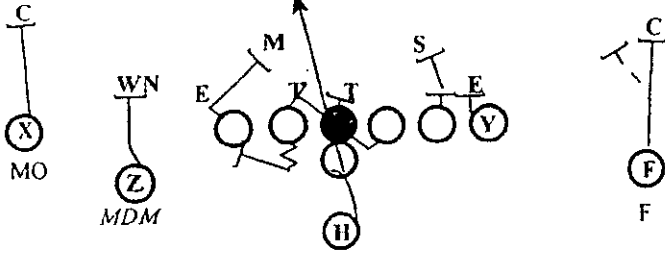
N42OV PT

FS

SS

SS

FS

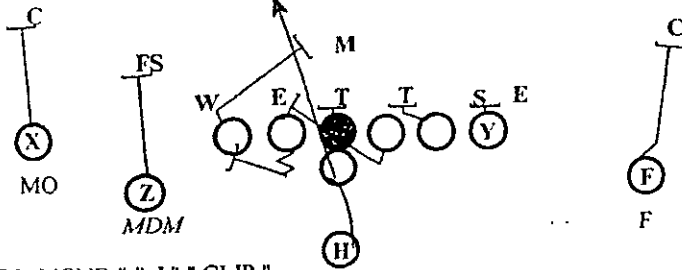


" UNDER " " I " " C "

" OVER " " QUICK " " FLASH "

N42 OV DIA PT

SS



" DIAMOND " " I " " CLIP "

# TRAINING CAMP DAY 6 INSTALL

## BASE RUNS

I 30 TRAP

(R/D/H) 0 WK SLOT FAT

RIDE 30 (10) GUT

(R/D) 0 (WK)

RIDE 35 WK "KILL" TOSS 38 GATOR

(R/D/B3) 0 TRUMP

SPRINT 38 TED SPOT "KILL" RIDE 35 WK

(R/D/H) 0 OUT

## PASS

### 2 MINUTE

#### 2X2

HALF-GUN SPREAD RT.

62 KEY WINSTON

HALF-GUN SPREAD RT

62 KEY ALL GO

HALF-GUN SPREAD RT

62 KEY Y SCISSORS CROSS

HALF-GUN SPREAD RT

62 KEY DO IT DOMINO

HALF-GUN SPREAD RT

QK 62 OHIO (RETURN)

HALF-GUN SPREAD RT

NICKEL 40

#### 3X1

HALF-GUN TRIPS RT

82 DOUBLE Q (GO, SQUARE OUT)

HALF-GUN TRIPS RT

82 F DIG

HALF-GUN TRIPS RT

82 Z SPINNAKER

HALF-GUN TRIPS RT

62 KEY ALL GO SPECIAL

### ADDITIONAL 2 MINUTE CALLS

HALF-SPREAD RT

CLOCK IT

HALF-SPREAD RT

WATCH IT

HALF-SPREAD RT

99

#### LAST 6

HALF-GUN JET RT

QK 62 OSCAR

HALF-GUN JET RT

62 CAFÉ X Q

HALF-GUN JET RT

62 F INDIGO SPECIAL

HALF-GUN JET RT

62 BUCKEYE

HALF-GUN JET RT

52 JUMP BALL

HALF-GUN JET RT

73 VALLEY RANCH

## DROP BACK

QK 74 Y STICK TOSSER

(R/D/B3) (SHIFT) (GUN) EMPTY RT

QK 74 COUGAR

(R/D/B3) (SHIFT) (GUN) EMPTY RT

## PLAY ACTION

SLANT 331 BONG BOOT RT

(R/D) 0 STR ZING

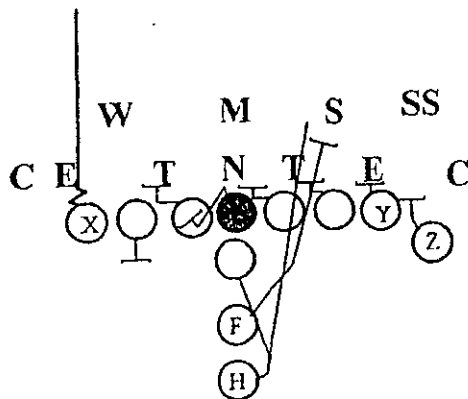
## SCREEN

SWING SCREEN RT

(R/D/H) GUN TRIPS RT

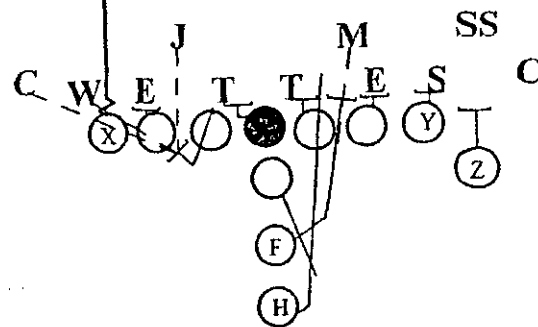
# GL PASS: RIDE 130 POP PASS

53



"DIAMOND" "PACKER OC DUAL"

62



"EVEN" BSG DUAL

## DESCRIPTION:

HARD BALL PLAY ACTION OFF OF OUR WHAM SCHEME

Q

REALLY SELL THE FAKE... LOOK FOR X.  
RIDE STEPS.

F

GREAT FAKE, BLOCK 1ST BACKER OFF BALL.

H

GREAT FAKE.. EXECUTE RIDE 130 PROT.

## BACKSIDE

BLOCK 52 PROT.  
VS 62 DUAL MDM BACKSIDE.

BLOCK 52 PROT.

SLAM.. RELEASE VERTICAL.  
SEE WLB'er OR JLB'er, PEEK HAT INSIDE.

## FRONTSIDE

C

BLOCK 52 PROT.  
VS 53 DUAL MDM BACKSIDE.

G

BLOCK 52 PROT.

T

BLOCK 52 PROT.

Y

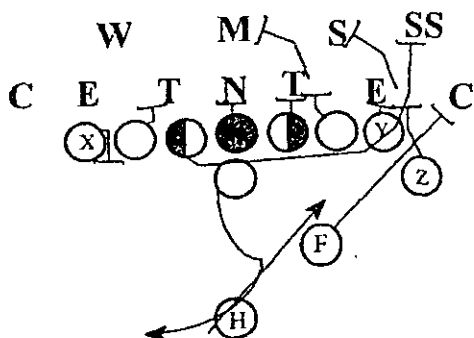
BLOCK 52 PROT.

X/Z

BLOCK 1ST DEFENDER OFF TE's BUTT.

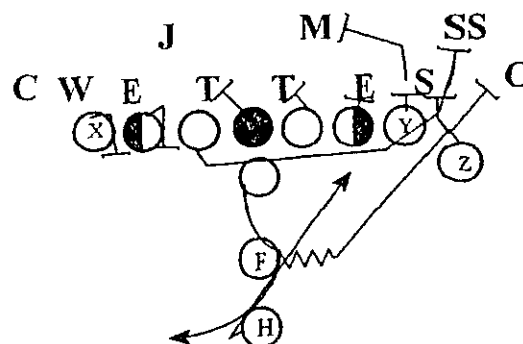
# RUN: JAB 36 LOAD POWER

**53**



"DIAMOND" "QUAD" "DEUCE" "CLIP"

**62**



"EVEN" "QUAD"

## DESCRIPTION:

STRONG SIDE SEPARATION PLAY, RUN IT OFF THE DBL. TEAM.

## FORMATION:

**Q**

JAB STEPS - REVERSE OUT SKIP STEP TECH. STAY THIN ALLOW BACK A GAP CUT.

**F**

BLOCK 1ST DEFENDER OUTSIDE OF QUAD BLOCK ON LOS.

**H**

DROP STEP, SET TRACK AT OUTSIDE LEG OF TACKLE.

## BACKSIDE

PULL AND BLOCK ADJUSTER OR 1ST COLOR, MAKE IT RIGHT.

ALERT CLIP, CAT, BLOCK END.

ALERT MAN CUT OFF.

## FRONTSIDE

**C**

COVERED = STICK, UNCOVERED = BACK.

**G**

ALERT DEUCE OR INSIDE GAP. SEE RUN THRU.

**T**

ALERT DEUCE OR MAN ON, POSS. TREY.

**Y**

ALERT QUAD, POSS. TREY, SEE RUN THRU.

**X/Z**

ALERT QUAD, TREY

# TRAINING CAMP DAY 10 INSTALL

## GOAL LINE RUNS

SLASH 36/37 SLIP

(GL) (ZAC) 0

JAB 36/37 LOAD POWER

(GL) (ZAC) 0 STG.

## GOAL LINE PASS

RIDE 136 X FLAG

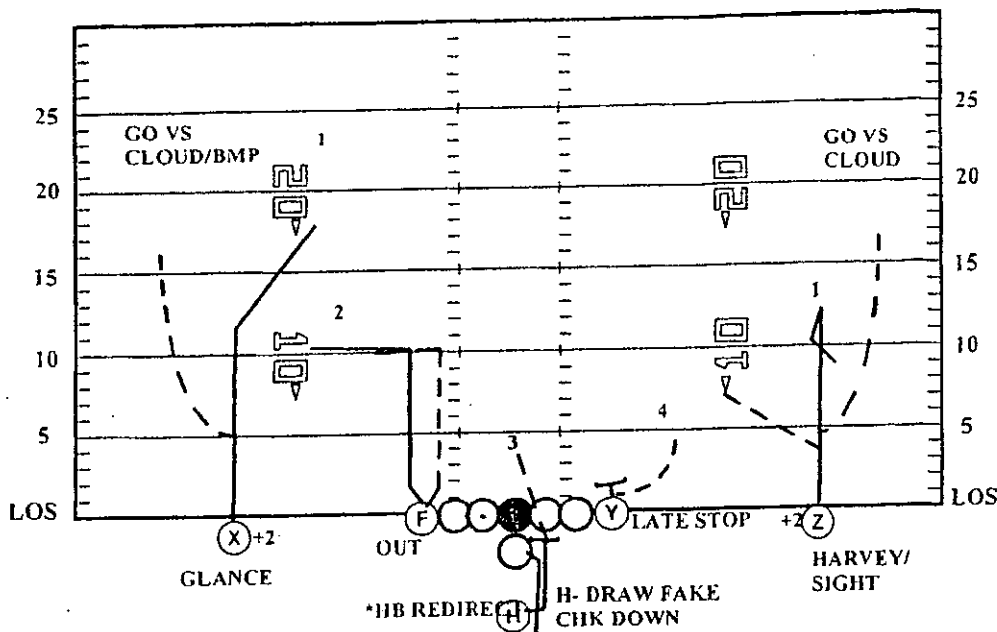
(GL) (ZAC) 1 (WK)

RIDE 130 POP PASS

(GL) (ZAC) 0

RIDE 136 ALL CROSS

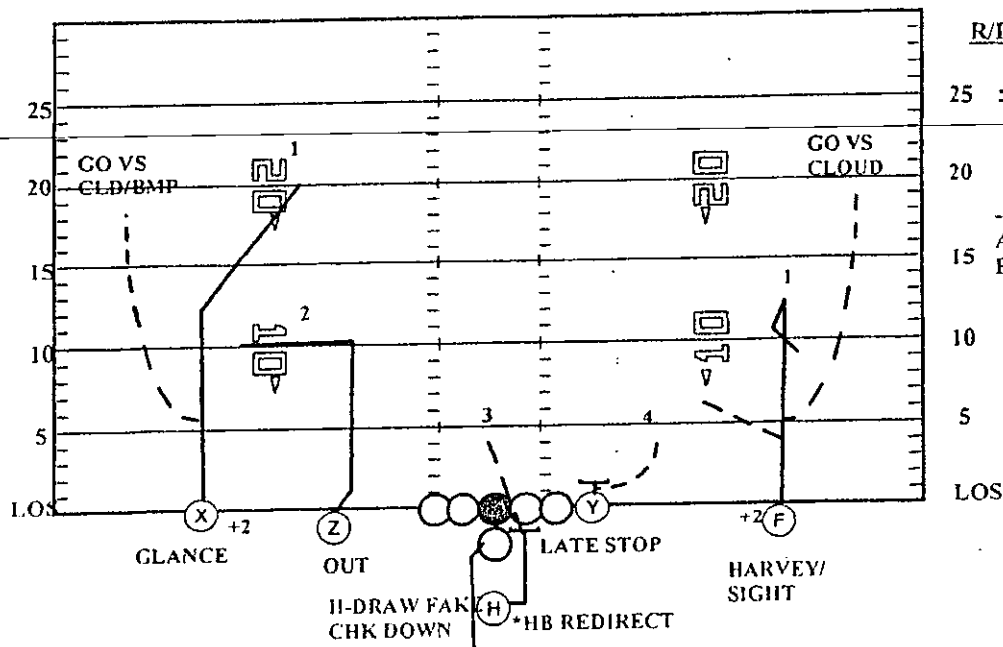
(GL) (ZAC) 0



R/D-0 ON

-H 140 HARVEY F OUT

GLANCE ADJUST TO GO VS PRESS ALERT EYES AT 10-12

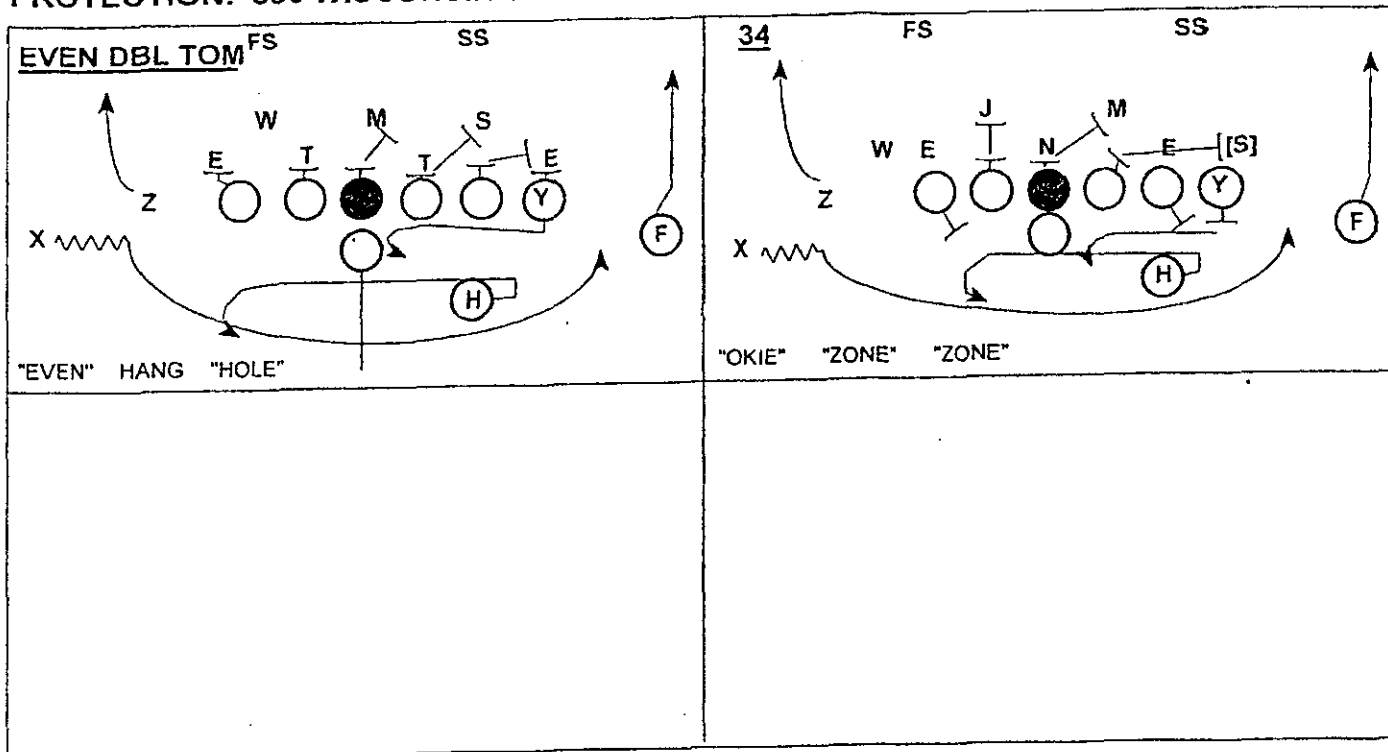


R/D/H-0 OUT SLOT

-H 140 HARVEY Z OUT

-GO VS PRESS ALERT BACK SHOULDER EYES AT 10-12

# PROTECTION: 580 WISCONSIN SC RT TO Y



## DESCRIPTION:

This is a dropback 2 Cl. Screen off of our 80 (81) Protection.  
Speed up count vs. Blitz..

Q  
B  
F  
H

**BACKSIDE**

**SCREEN SIDE**

C  
G  
T  
Y

# TRAINING CAMP DAY 9 INSTALL

## DROPPACK

62 YOGI

62 X BISON

80 SLUGGO SEAM

(R/D/B3) 0 TRUMP FAP

(R/D) 0 STR

(R/D/H) 0 OUT SLOT

## PLAY ACTION

H-140 F/Z OUT

258 Y DIG

258 PUMP

(R/D) 0 ON

(R/D/H) 1 OUT SLOT

(B3) 1 TRUMP FAP

(H) GUN TRIPS RT

## SCREEN

WISCONSIN SCREEN Y

## SPECIAL

238 SCUBA

(R/H) 0 OUT OPEN

## DIAMOND PACKAGE

RIDE 35/34 BASE

JAB 36/37 POWER

SLASH 36/37 G

SWING SCREEN

(WK) "WILLIE"

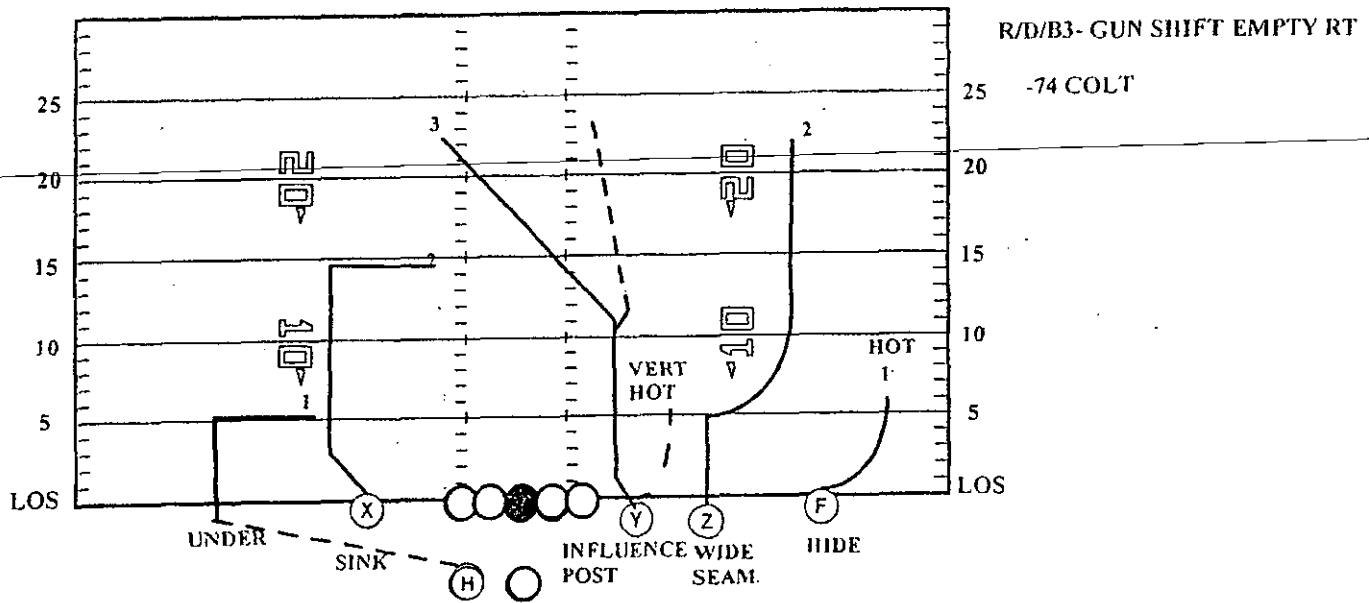
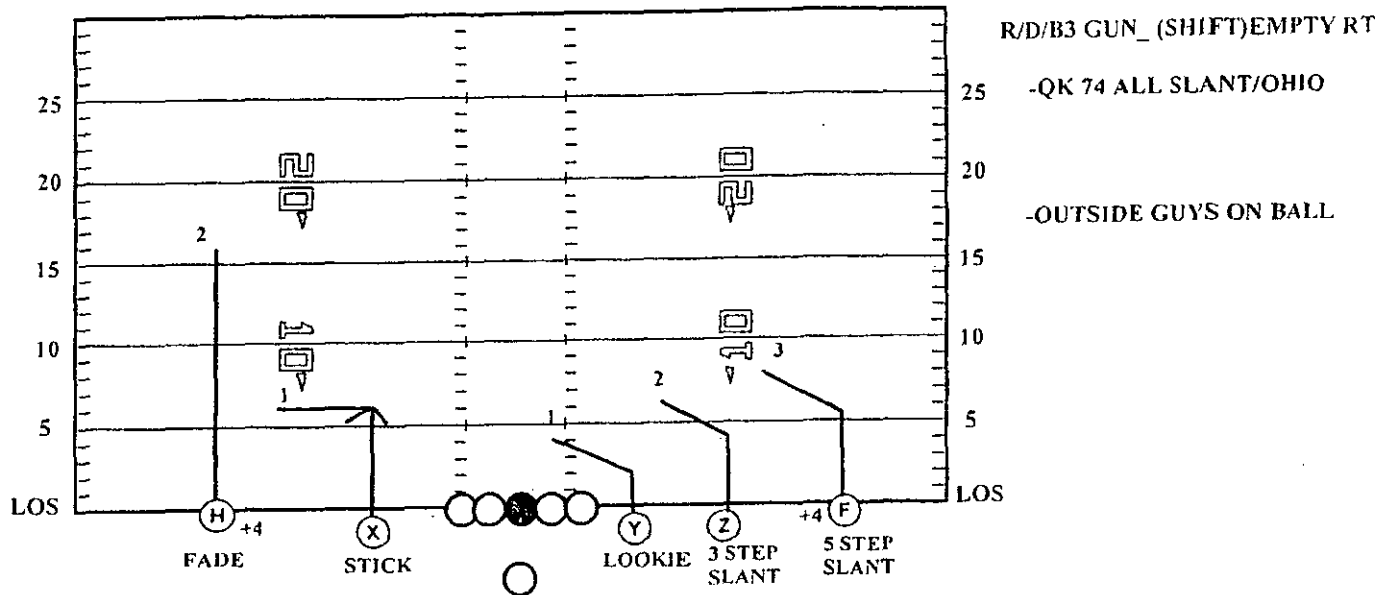
(STR) "JUICE"

(1 BACK) "GEORGIA"

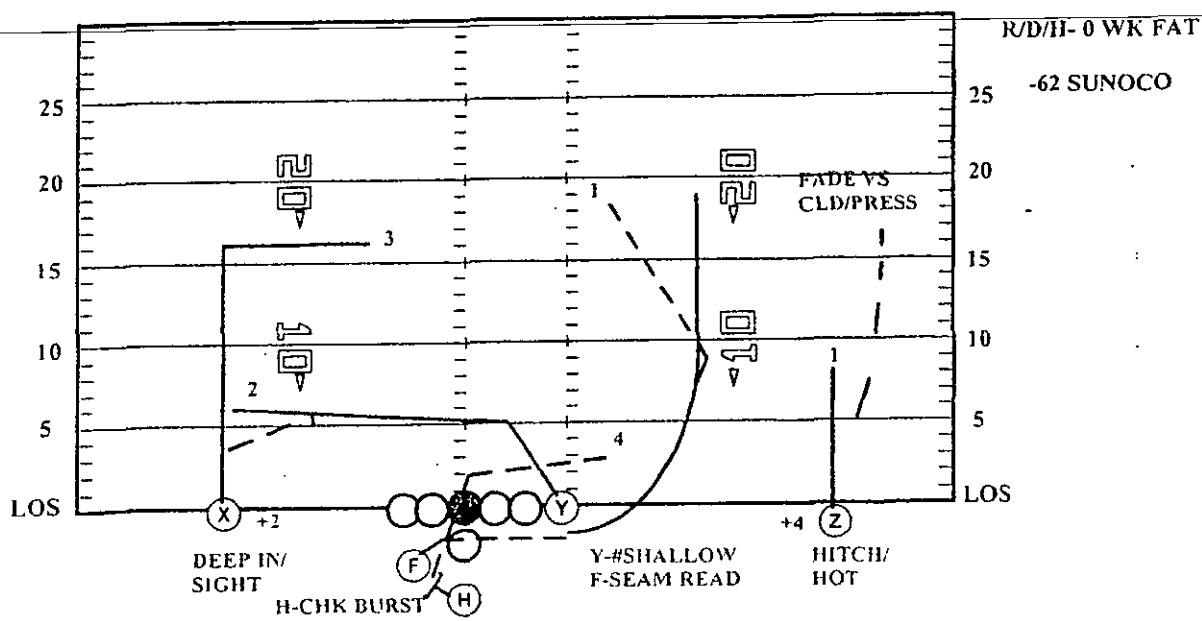
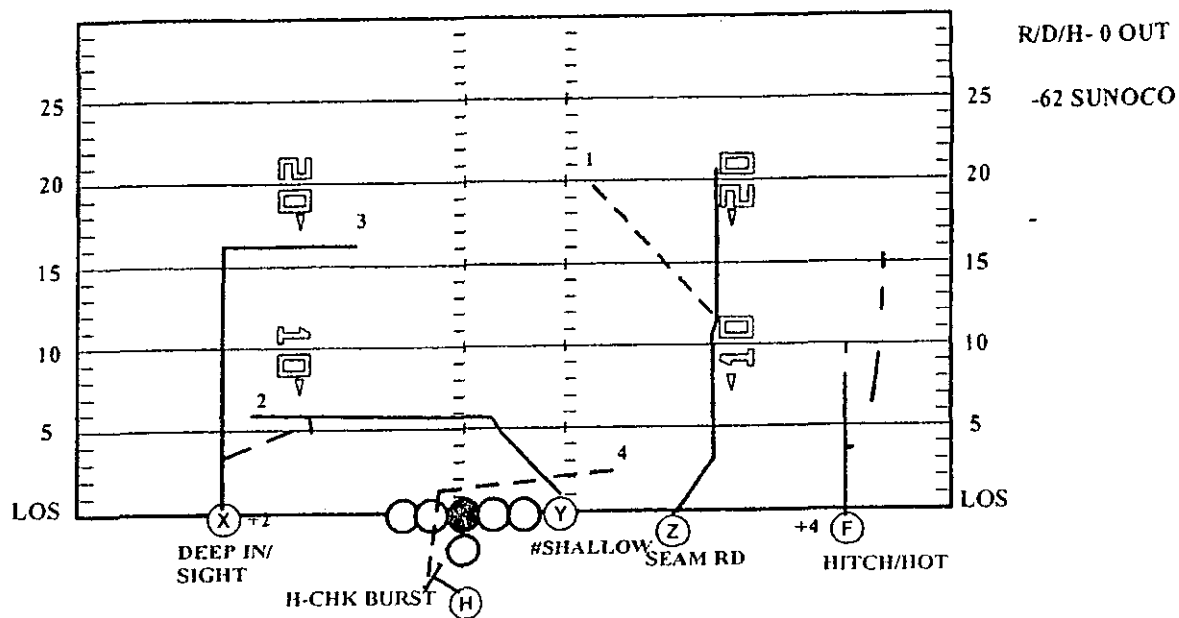
(2 BACK PASS) 0 "RIVER RT"  
"LAKE LT"



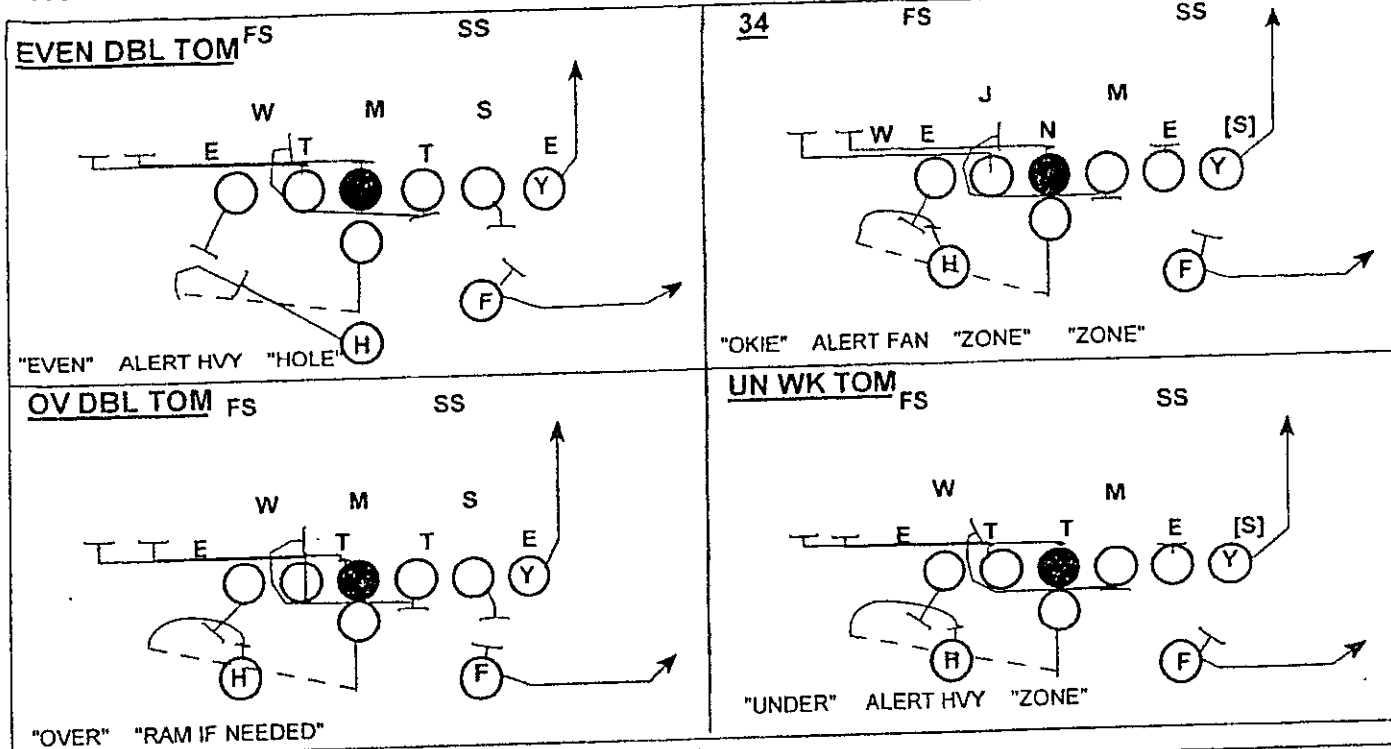
# 74 EMPTY- ALL SLANT/OHIO, COLT



## 62 SUNOCO



# PROTECTION: 582 SCREEN LT to HB



## DESCRIPTION:

This is a dropback 3 Ct. Screen Weakside off of our 82 (83) Protection. Speed up count vs. Blitz...

**QB**

Drop Back Screen Mechanics. 5 Step Drop Fast then Set. (Should Drift to RB when Guard Releases) Speed up timing vs Blitz.

**F**

Check Sam Run wide route, Alert Heavy.

**H**

Check Will TO FS AND 3 COUNT RELEASE ON THE INSIDE HIP OF THE GUARD - ALT HEAVY.

## BACKSIDE

## SCREEN SIDE

Block 82/83 Pro, you are a Rat Killer.  
CP: Vs. Under or 34 look to take over NG, then release into Screen.

Block protection called.

Run route called, block assigned defender

**C**

Block 82/83 Protection, use 1st Out, 2nd Out rules.

**G**

Block 82/83 Protection, use 1st Out, 2nd Out rules, Alert Heavy.

**T**

Block protection called, Overset DE, you are Stick.

**Y**

# TRAINING CAMP DAY 8 INSTALL

## DROPBACK

62 ALL GO SPECIAL (TWIST)	(R/D/H) 0 OUT (R/D/H) 0 WK FAT
62 SUNOCO	(R/D/H) 0 OUT (R/D/H) 0 WK FAT
82 HANK (GLANCE)	(R/D/B3) 0 STR
74 ALL SLANT/ OHIO	(R/D/B3) GUN (SHIFT) EMPTY RT
74 COLT	(R/D/B3) GUN (SHIFT) EMPTY RT
90 SCAN DBL SQUARE OUT	(R/D/H) 0 STR

## PLAY ACTION

K-136 Y RAZOR	(R/D) 0 STR NASTY
K-136 Z SNAG	(R/D) 0 STR
228 THROWBACK	(H) TRIPS RT

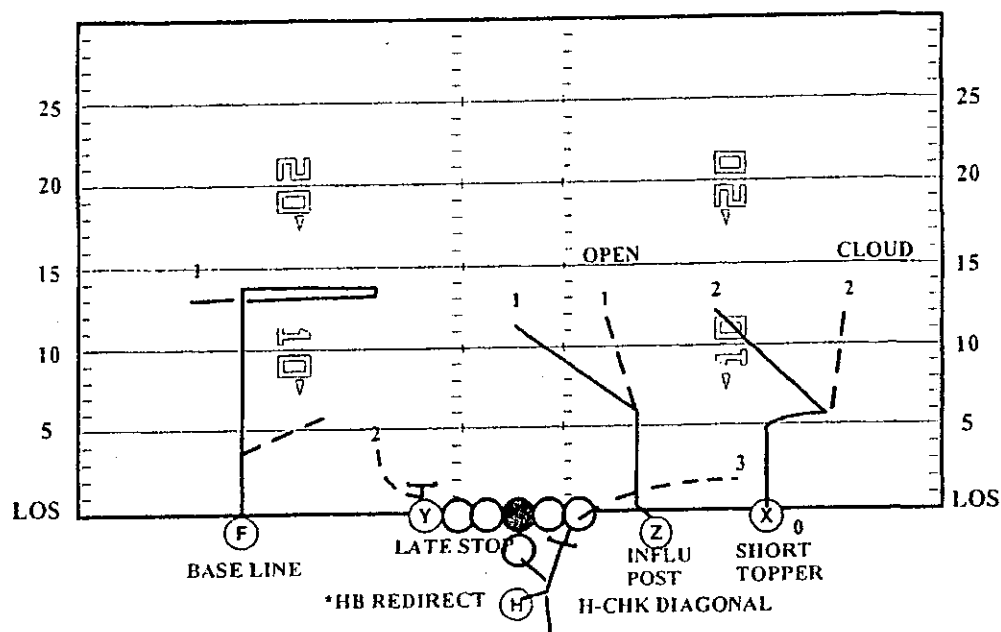
## SCREEN

582 DBL SCREEN RT	(R/D) 0 STR
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## SPECIAL

JAB 36 POWER Z BEHIND LT (R/D)	(R/D) 0 STR ZING
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# TITE RED- SHORT TOPPER

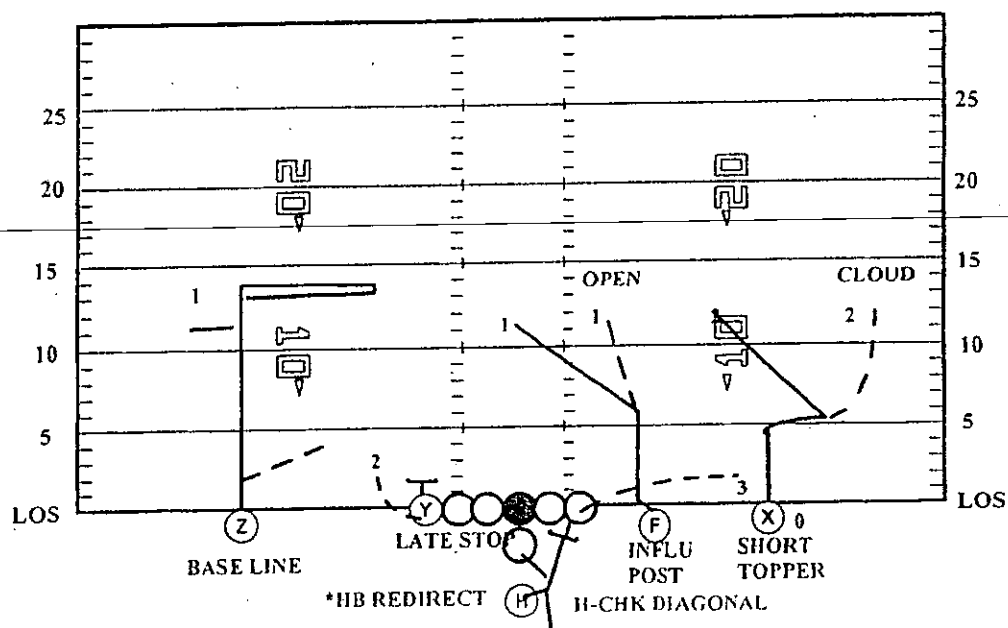


(R/D/H) 1 OUT SLOT

-R-134 STAY X SHORT TOPPER

-QB/HB GREAT FAKE

DEEP HARVEY CONVERTS  
TO BASELINE INSIDE +15



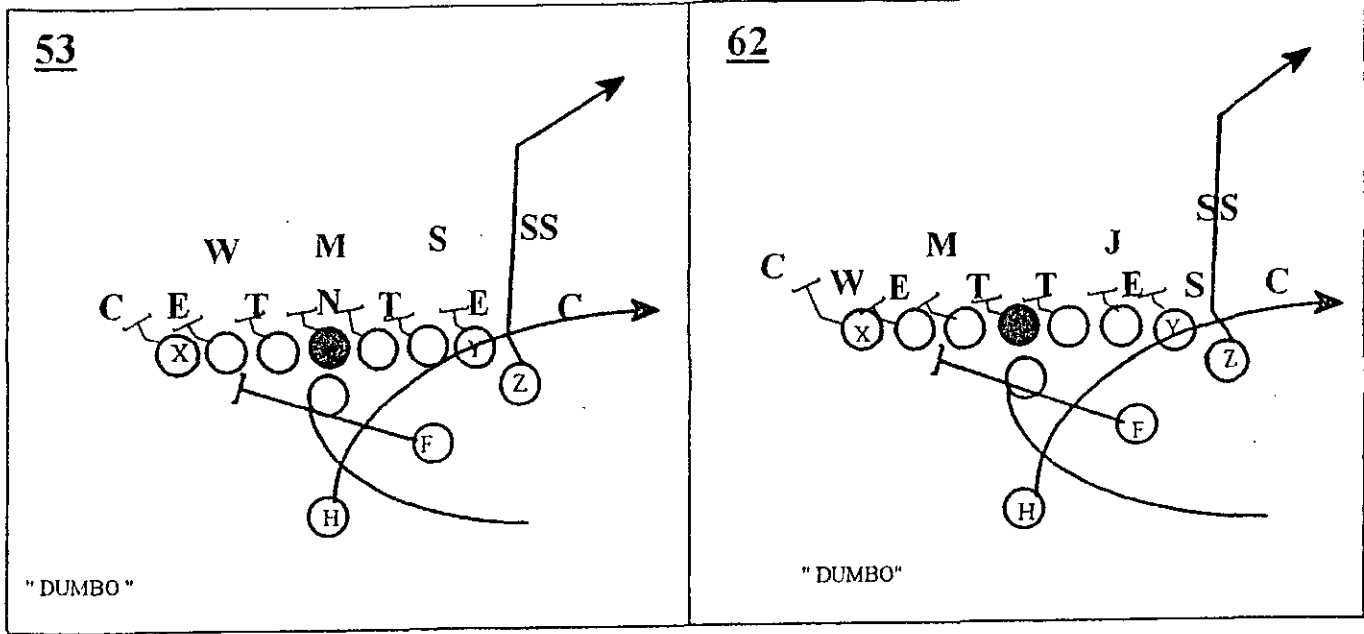
(R/D/H) 1 HALF

-R-134 STAY X SHORT TOPPER

-QB/HB GREAT FAKE

DEEP HARVEY CONVERTS  
TO BASELINE INSIDE +15

# GL PASS: SLANT 331 STAY BOOT RT



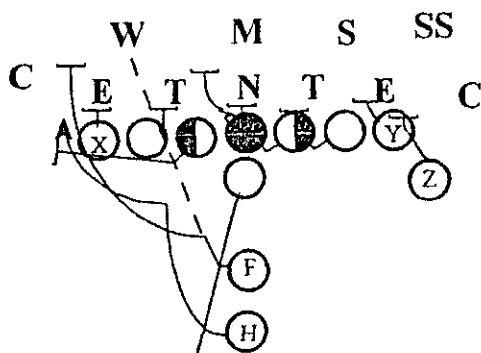
<p><b>DESCRIPTION:</b></p> <p>PLAYACTION OFF THE BONG PLAY , THE QB HAS A RUN PASS OPTION , USE SLANT FOOTWORK.</p>	<p><b>Q</b></p> <p><b>F</b></p> <p><b>H</b></p>	<p>SLANT FOOTWORK , STAY ON THE MOVE , YOU HAVE RUN PASS OPTION.</p> <p>FAKE UNDERNEATH THRU B GAP</p> <p>FREE RELEASE DIAGONAL , FUNNEL END MAN INSIDE.</p>
---	---	--

## BACKSIDE

<p>REACH BACKSIDE A GAP</p> <p>REACH BACKSIDE B GAP</p> <p>REACH BACKSIDE C GAP</p>	<p><b>C</b></p> <p><b>G</b></p> <p><b>T</b></p> <p><b>Y</b></p> <p><b>Z/X</b></p>	<p>REACH FRONTSIDE A GAP</p> <p>REACH FRONTSIDE B GAP</p> <p>REACH FRONTSIDE C GAP</p> <p>REACH FRONTSIDE D GAP</p>
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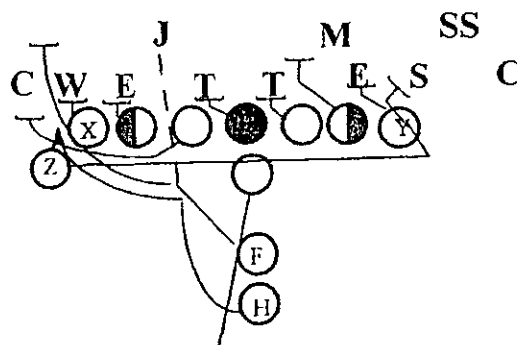
# RUN: RIDE 39 (38) G

53



"DIAMOND" "TAG" ALERT CLIFF "AB" "DUMBO"

62



"EVEN" "DUMBO"

## DESCRIPTION:

A RIDE PLAY WEAK PULLING PLAYSIDE GUARD, WITH LEAD BACK BLOCKING.

Q

OPEN TO HOLE AT 5:00 O'CLOCK (7:00)  
SECOND STEP ADJUST, PUSH BALL DEEP TO BACK.

F

ENTER OFF FRONTSIDE GUARD TECH TRAP OR LOG AND BLOCK 1ST BACKER OFF BALL.

H

OPEN CROSSOVER, READ 6/7 HOLE THRU BOUNCE OR CUTBACK.

## FRONTSIDE

COVERED-BLOCK MAN, AB, DUMBO.  
UNCOVERED-REACH PLAYSIDE GAP. ALERT BOSS AND CLIFF CALLS.

PULL AND BLOCK 1ST DEFENDER OUTSIDE OF TE'S BLOCK WITH TRAP OR LOG TECHNIQUE:

BLOCK MAN ON. UNCOVERED BLOCK DOWN. ALERT TAG CALLS.

BLOCK MAN ON. TIGHT FOOTWORK

## BACKSIDE

C

G

COVERED-CUTOFF  
UNCOVERED--ALERT A, B, AB, DUMBO.

T

BLOCK INSIDE GAP  
VS. 6-2 GET TO BACKSIDE LB, DUMBO.

Y

CUTOFF--ALERT C, SUP, MAN, D CALLS, DUMBO

X/Z

CUTOFF, ALERT D, DUMBO.

## TRAINING CAMP DAY 7 INSTALL

### RUNS

RIDE 34 WHAM (0)	(GL) (ZAP) 0
RIDE 39 G	(GL) (ZAP) 0
TOSS 38 BOSS	(GL) (ZAP) 0 STR

### PASS

SLANT 331 BONG BOOT RT	(GL) 0 STR
SLANT 134 SELL IT Z SLIDE	(GL) 0 STR

### TITE RED

RIDE 135 STAY X/Z POP	(R/D) 0 WK
RIDE 135 STAY X SHORT TOPPER	(R/D/H) 1 OUT SLOT, 1 HALF
JAB 335 CTR NAKED RT	(R/D) 0 ON FAP



**PREVENT (P)** ALL COVERAGES WITH 8 DEFENDERS INVOLVED. USE A SINGLE DIGIT FOR REGULAR AND DOUBLE DIGITS FOR SUB

**VARIATIONS:**

1. P 2 2 DEEP, 6 UNDER
2. P 3 3, DEEP, 5 UNDER
3. P 4 4 DEEP, 4 UNDER

**SUB COVERAGE**

WE USE SUB COVERAGE RULES ANYTIME THE DEFENSE HAS FIVE OR MORE DEFENSIVE BACKS ON THE FIELD. IT IS CALLED THE SAME AS REGULAR EXCEPT WE USE DOUBLE DIGITS TO TELL US THE SUB COVERAGE. THUS A COVER 3 WOULD BECOME 33 COVERAGE.

**EXAMPLES:**

- 00 PLUS TAGS
- 11 PLUS TAGS
- 22 PLUS TAGS
- 33 PLUS TAGS
- 44 PLUS TAGS
- 55 PLUS TAGS
- 66 PLUS TAGS
- 77 PLUS TAGS

## COVERAGE

COVERAGE WILL BE DESCRIBED WITH THE USE OF NUMBERS AND WORDS. THE NUMBERS WILL TELL US THE BASE COVERAGE AND THE WORDS WILL TELL US THE VARIOUS TECHNIQUES USED WITHIN THE BASE COVERAGE.

**COVER 0 -** MAN TO MAN COVERAGE ON ALL RECEIVERS WITH NO FREE SAFETY IN THE POST AREA. THIS NORMALLY INVOLVES A 6 MAN Dog/ Blitz. SAFETIES CAN BE COMMITTED TO EITHER SIDE..

### VARIATIONS:

1. 0 DOG                      SIX MAN DOG WITH SAFETIES INVOLVED IN COVERAGE. NO SAFETY IS IN THE MOF.
2. 0 BLITZ                    6 MAN BLITZ INVOLVING COMBINATION OF SAFETIES AND LB'S IN COVERAGE.

**COVER 1 -** MAN TO MAN COVERAGE ON ALL RECEIVERS WITH EITHER SAFETY FREE IN POST AREA. NORMALLY INVOLVES OUTSIDE TECHNIQUE ON INSIDE RECEIVERS. THE EXTRA COVER MAN CAN BE FREE, DOG OR DOUBLE.

### VARIATIONS:

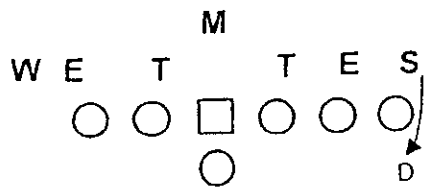
1.      1 DOG                      A FIVE MAN DOG WITH A SAFETY REMAINING FREE IN THE MOF
2.      1 DOUBLE X                EXTRA SAFETY DOUBLES THE WEAKSIDE RECEIVER(X)
3.      1 FUNNEL                    A LINEBACKER WILL BE FREE IN THE MIDDLE
4.      1 ROBBER                    THE STRONG SAFETY WILL DROP INTO THE MIDDLE AND BE FREE UNDERNEATH
5.      1 THIEF                      FREE SAFETY WILL DROP INTO THE MIDDLE AND BE FREE UNDERNEATH.

**COVER 2 -** THE SS AND FS EACH DROP TOWARD NUMBERS, COVERING HALVES OF THE FIELD. THE LB'ERS AND CORNERS WILL PLAY THE 5 UNDERNEATH AREAS IN ZONE COVERAGE. THIS WILL ALSO APPLY TO SLOT.

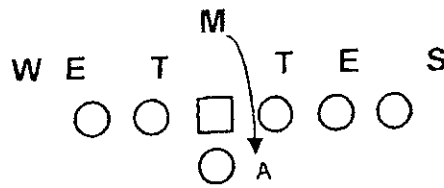
### VARIATIONS:

1. 2 (LEACH)                    TRADITIONAL 2 DEEP COVERAGE WITH LB OR DB CARRYING THE #2 RECEIVER VERTICAL.
2. 2 MAN                        2 DEEP WITH MAN/MAN TECHNIQUE BY 5 UNDERNEATH
3. TAMPA 2                      VERTICAL DROP BY MIKE PLAYING 4 UNDERNEATH ZONE

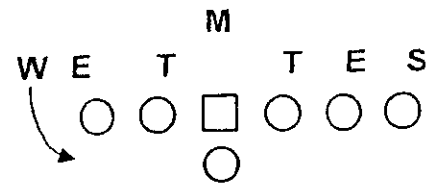
# 4-3 LINEBACKER DOGS



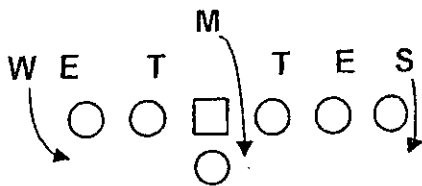
SAM D



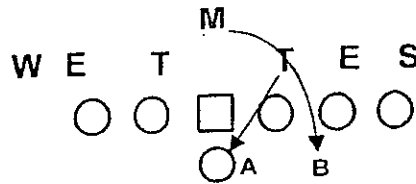
MIKE A



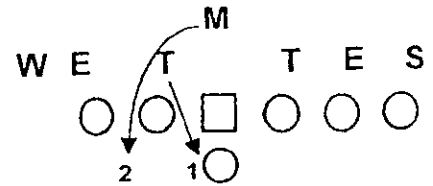
WILL 3



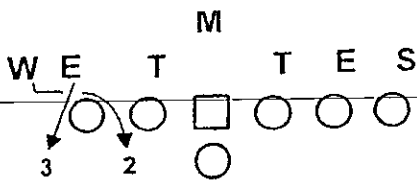
SAM D / MIKE A / WILL 3  
(ALL DOG)



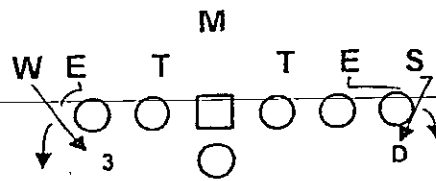
MIKE B



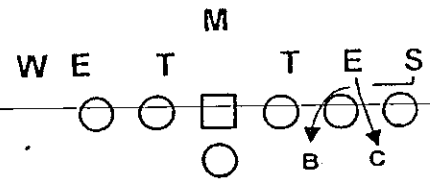
MIKE 2



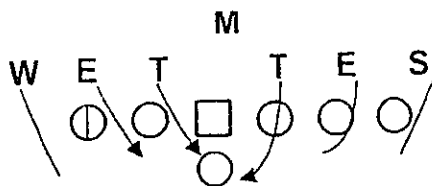
WILL 2



SAM PICK  
WILL PICK

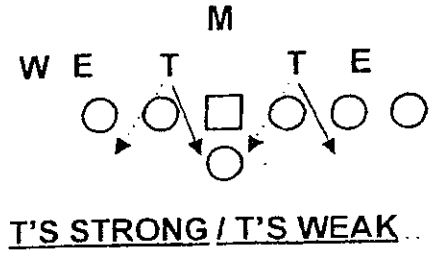
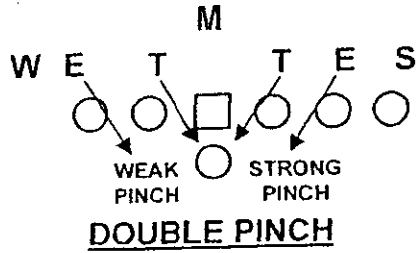
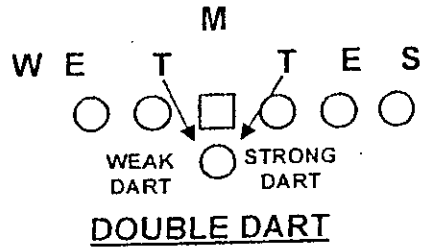
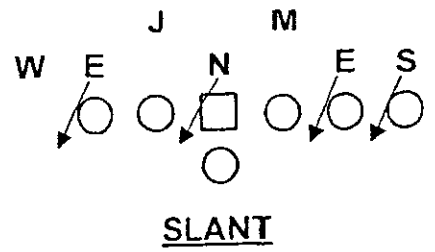
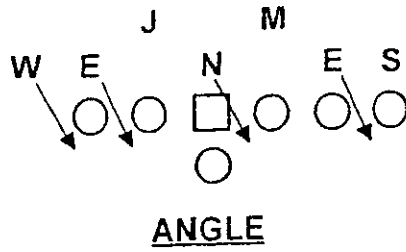
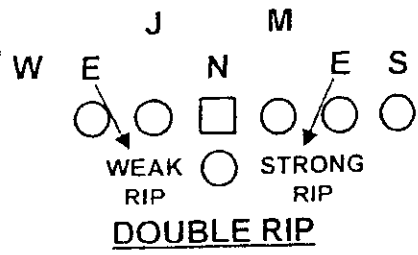


SAM B



SAM D W3  
(SAW DOG)

# LINE STUNTS



## LINE MOVEMENTS

### STUNTS:

Are single penetrations or double penetrations that do not cross, example: *Slant goes Strong to Weak, Angle goes Weak to Strong*, . A 3-Technique ripping in the A Gap is called A Dart, these stunts can include 1 to 4 players.

### TWISTS:

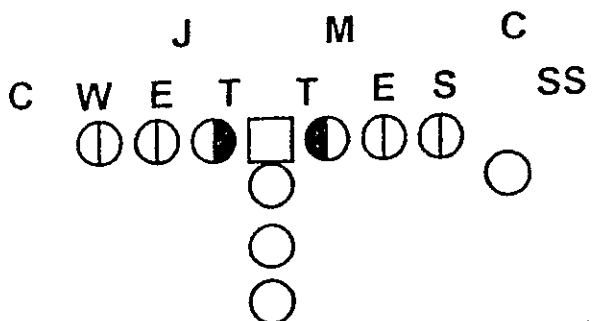
Are 2 Man movements that cross or loop, we tag the penetrator first then the looper. Example: *WE/T*, the E is the penetration, the T is the looper. You may have twists to both sides. Example: *DBL/TE*, or a *3-Tech and 1 Tech Twist*, *STG T/T Twist*.

### GAMES

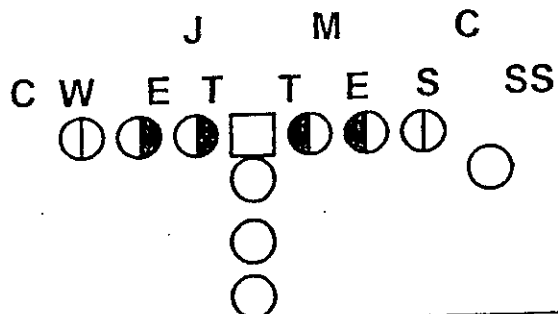
Are 3 or more men in one individual twist, all 3 or 4 players working in concert.  
Example: *WT/SE*

# GOAL LINE FRONTS

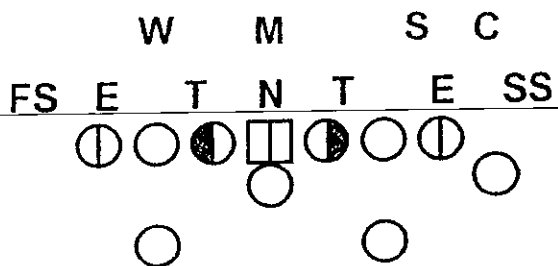
6-2



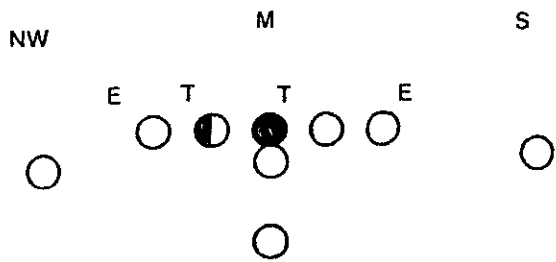
6-2 GAPS



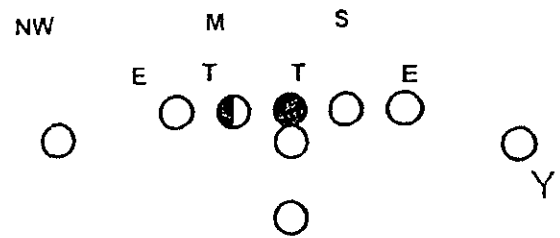
5-3



# SUB FRONTS CONTINUED



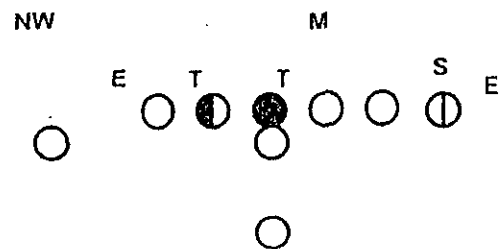
N41 UNDER



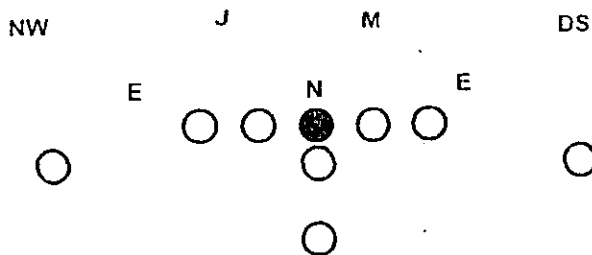
N42 UNDER



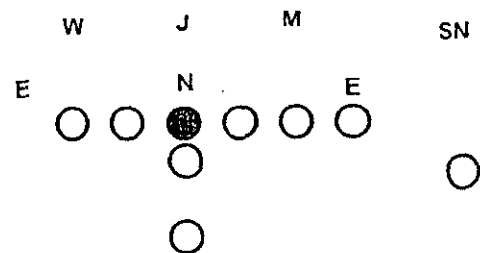
D40 UNDER (EMPTY)



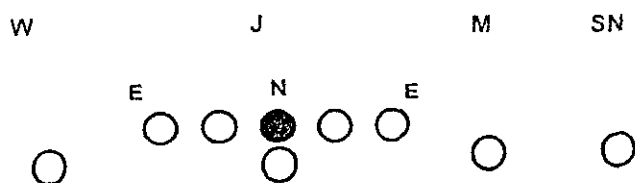
N42 UNDER SAM POINT



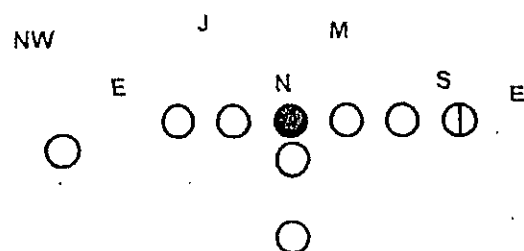
D32



N33



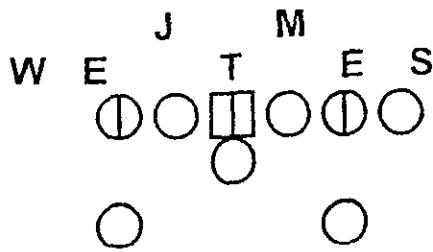
N31 (EMPTY)



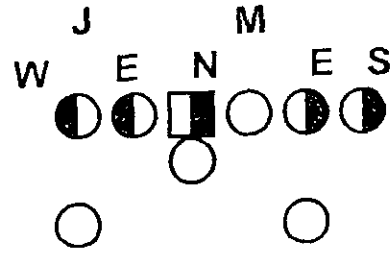
N33 SAM POINT

# 3 MAN LINE 3-4 FRONTS

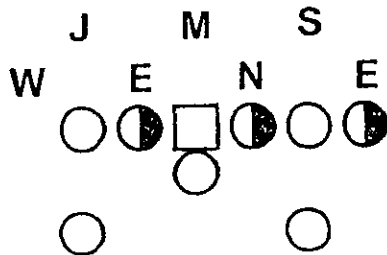
3-4



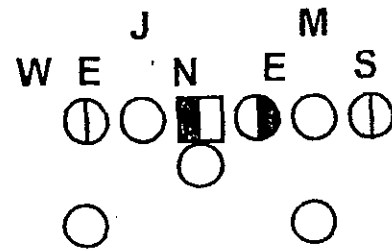
3-4 UNDER WEAK TOM



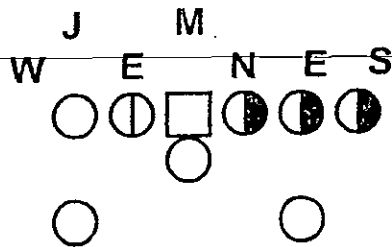
3-4 EVEN DBL TOM



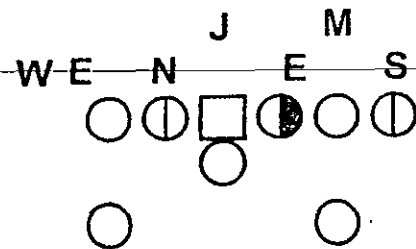
3-4 OVER STRONG TOM



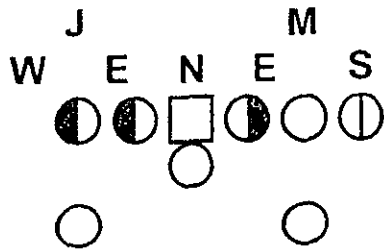
3-4 EVEN WEAK TOM



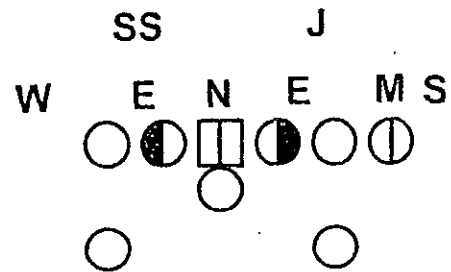
3-4 EVEN STRONG TOM



3-4 DIAMOND



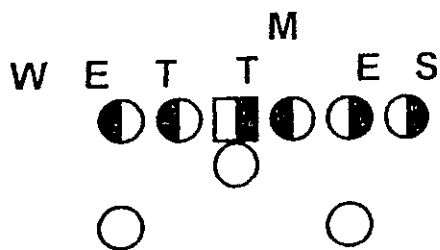
3-4 DIAMOND POINT



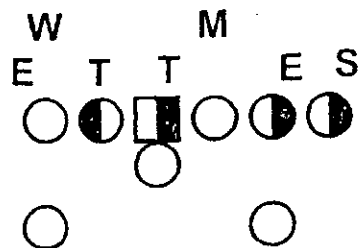


# 4 MAN LINE UNDER FRONTS

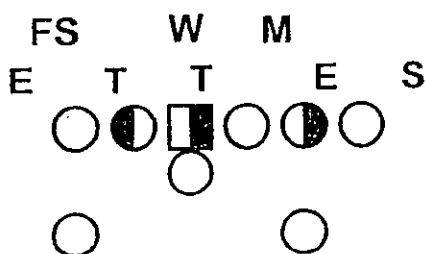
UNDER



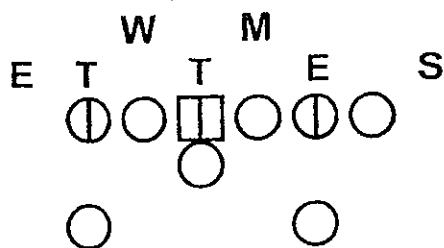
UNDER WEAK TOM



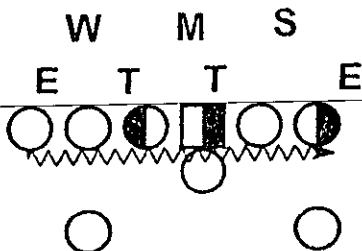
UNDER FIN



UNDER TIM

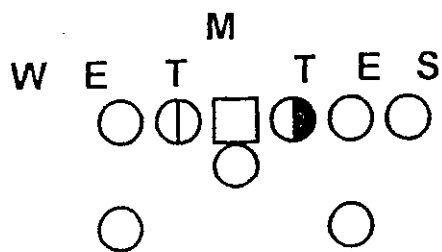


UNDER DOUBLE TOM  
\* With Motion

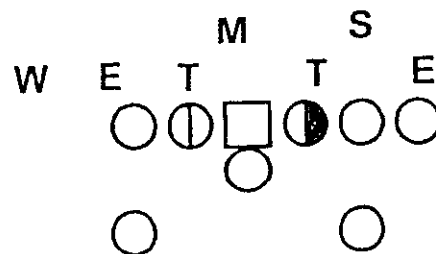


# 4 MAN LINE EVEN FRONTS

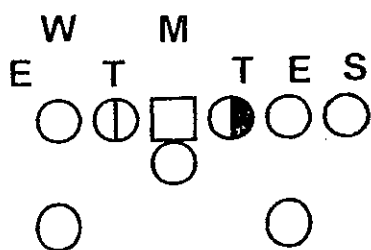
EVEN



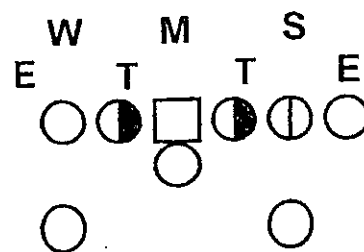
EVEN STRONG TOM



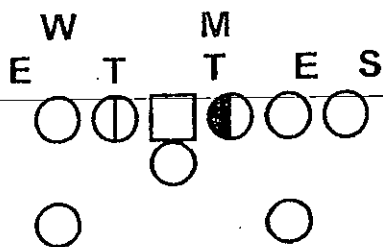
EVEN WEAK TOM



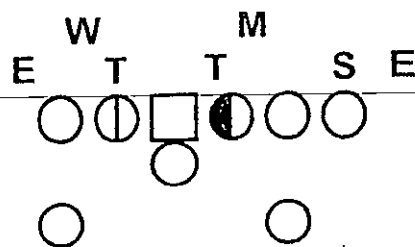
EVEN DBL TOM



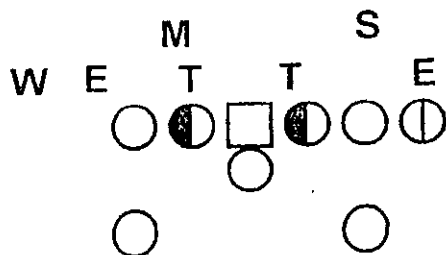
4-4 STRONG



4-4 STRONG SAM POINT



4-4 WEAK



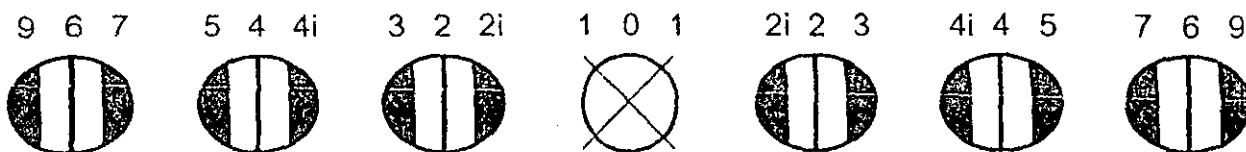
## DEFENSIVE FRONT TERMINOLOGY

<b>HIP</b>	Outside LB aligned off the LOS on the hip of the DE.
<b>MUG</b>	Inside LB walked up on the LOS – his feet are even or inside DL.
<b>OVER</b>	Strong side reduction with a 3-Technique to strong side and a 1-Technique weak side.
<b>POINT</b>	Cover man on the Tight End with a defender outside the Tight End.
<b>STEM</b>	Defense shifts from one front to another during the cadence
<b>TOM</b>	LB'er in a tackle bubble position.
<b>UNDER</b>	Weak side reduction 3-Technique weak side, 1-Technique strong side.
<b>WALK</b>	LB in loose position between EMOL and slot or flexed receiver.
<b>WIDE</b>	Defensive Tackle aligned wider than normal in a 4 Eye in Over defenses.

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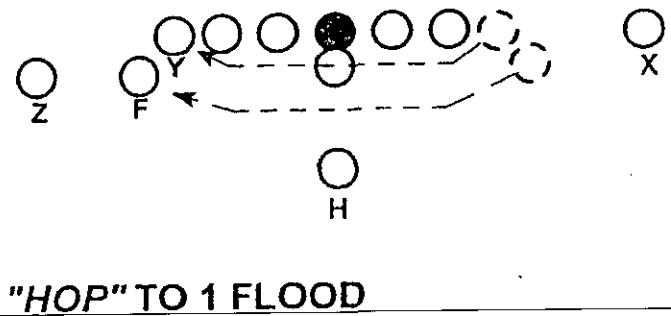
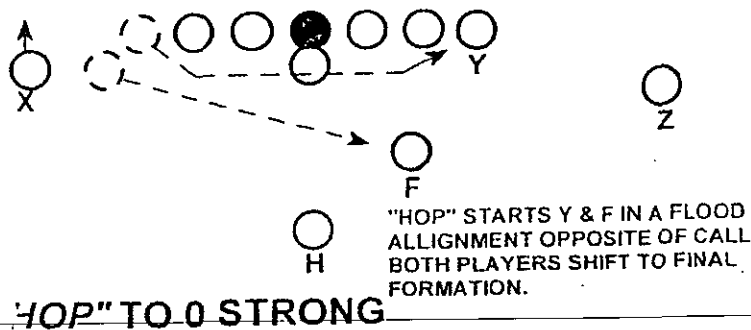
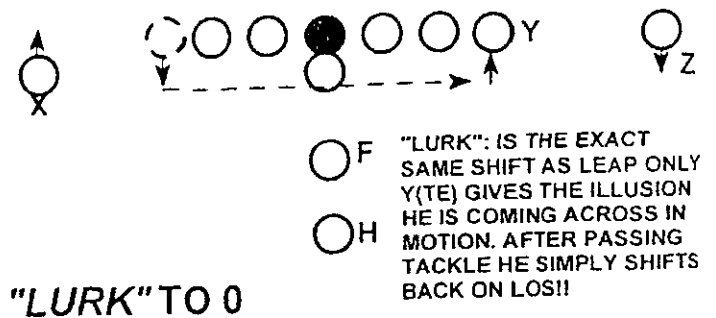
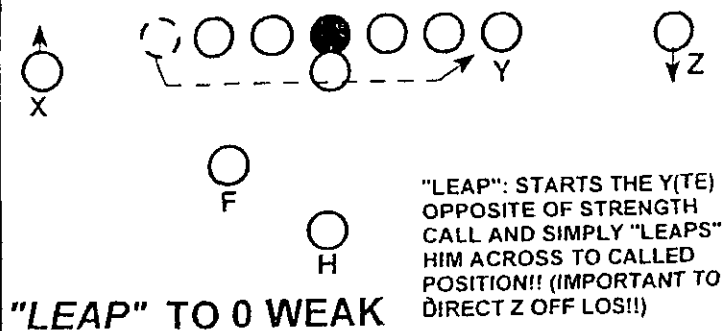
<b>OAKIE</b>	3-4 Term used vs. 2 Guard Bubble.
<b>3 DOWN</b>	Sub Front with 2 Guard Bubbles.
<b>DIAMOND</b>	5 Down front with the interior three covered (Base or Sub).

## TECHNIQUE NUMBERING

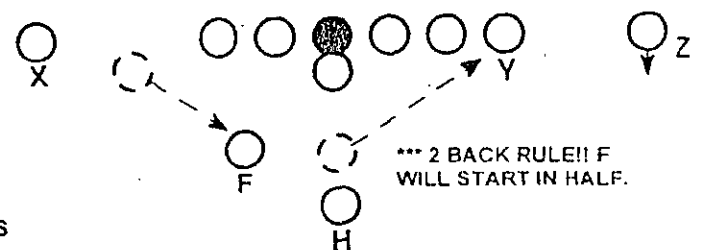
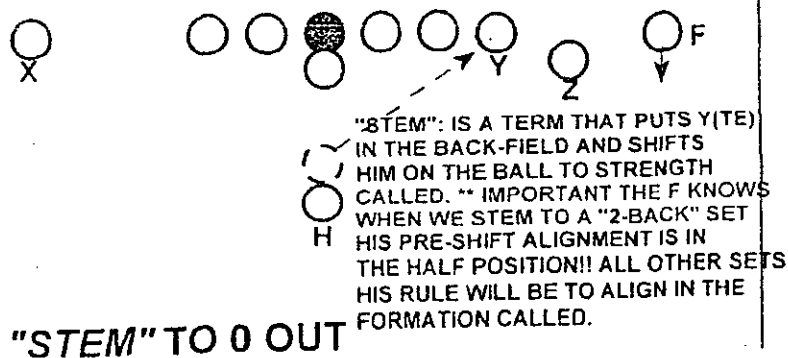
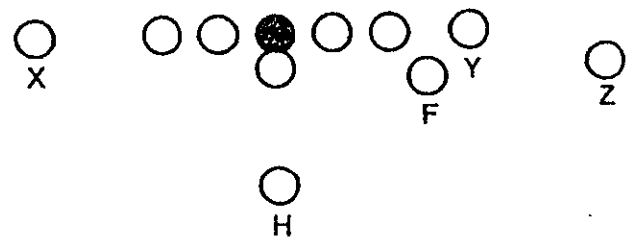
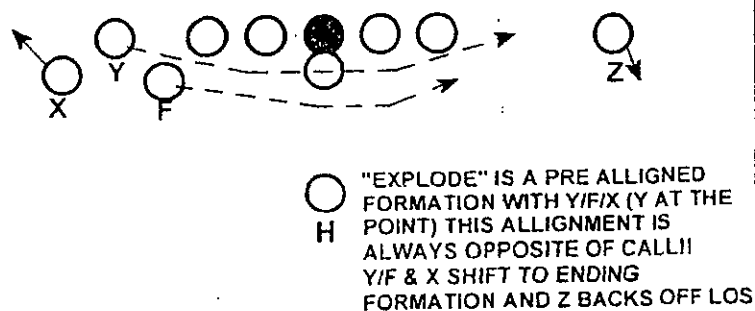


# DEFENSIVE TERMINOLOGY

# SHIFT PACKAGE

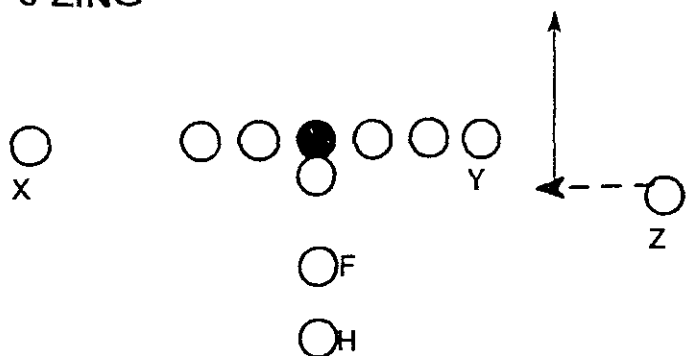


BEFORE      AFTER

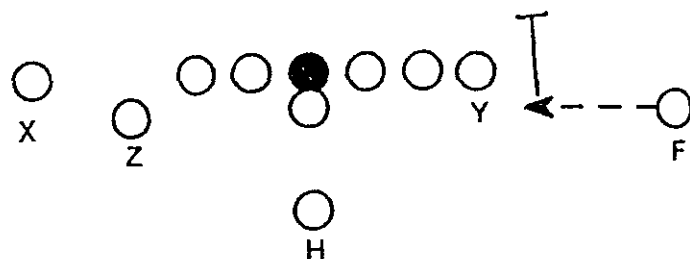


# MOTION VARIATIONS

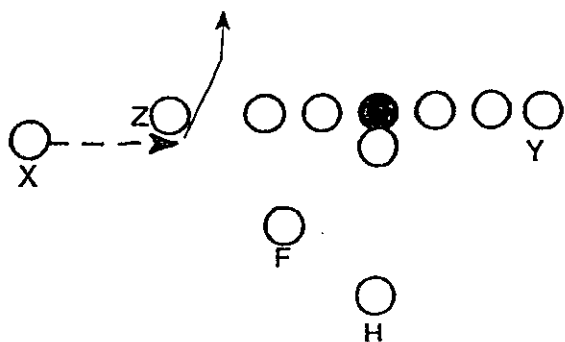
0 ZING



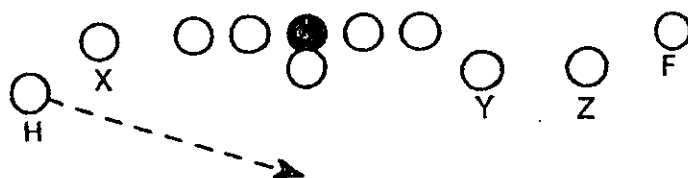
0 OUT SLOT FIP



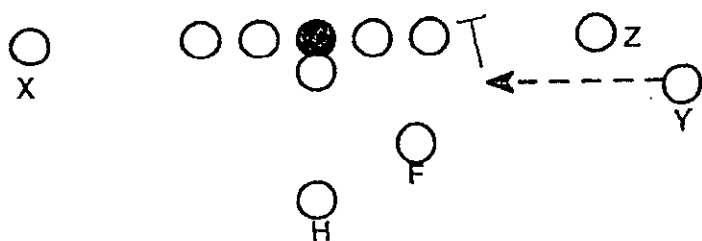
0 WEAK SLOT WING



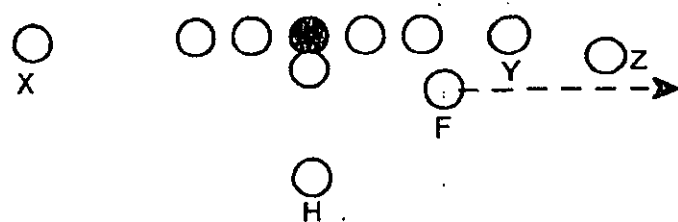
EMPTY RT HIP



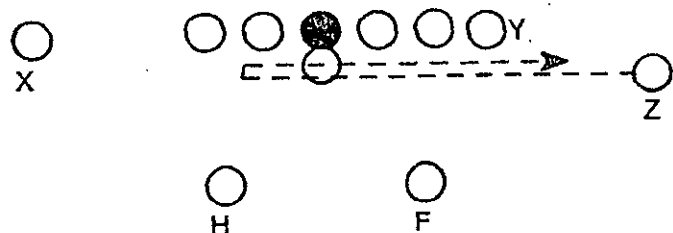
0 STONG WIDE YIP



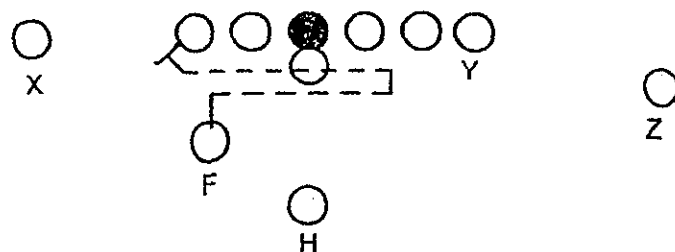
0 TRUMP FOOM



6 ZIG



0 WEAK FIG



## MOTIONS

### MOTIONS

1. Motion will be identified by determining the position to move and offering the first letter of that position to the type of motion.

EXAMPLE: If Y moves across the formation, that is Yac Motion.

2. Our base system for motions include calling the formation first followed by the motion.

EXAMPLE: 0 FLOOD FAC

3. An additional way for us to deploy motion would involve us calling the motion first "to" the ending formation.

EXAMPLE: YAC TO 0 STRONG

4. X Motions will start with the letter W for easier pronunciation.

### TYPES:

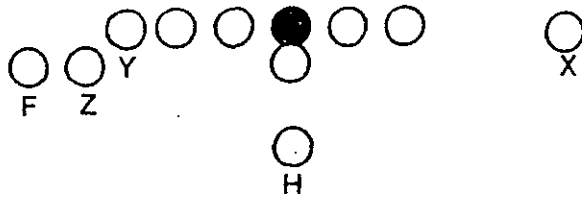
1. **AC** Motion across the formation
2. **AP** Motion across the formation to block.
3. **ING** Motion toward but not crossing the formation to release.
4. **IP** Motion toward but not crossing the formation to block.
5. **IG** Motion across the formation stopping at the far side guard and returning to original position (If we want motion to stop in the "I" we will say "I".  
Example: "FigI", "Yigi".)
6. **AX** Backfield motion to the X's side.
7. **AT** Backfield motion to the Y's side.
8. **OOM** Starts inside and motions away from the formation.

### EXAMPLES:

	<u>X (W)</u>	<u>Y</u>	<u>Z</u>	<u>H</u>	<u>E</u>
AC/AP	WAC/WAP	YAC/YAP	ZAC/ZAP	HAC/HAP	FAC/FAP
ING/IP	WING/WIP	YING/YIP	ZING/ZIP	HING/HIP	FING/FIP
AX/AT	***	***	***	HAX/HAT	FAX/FAT
OOM	WOOM	YOOM	ZOOM	HOOM	FOOM
IG	WIG	YIG	ZIG	HIG	FIG

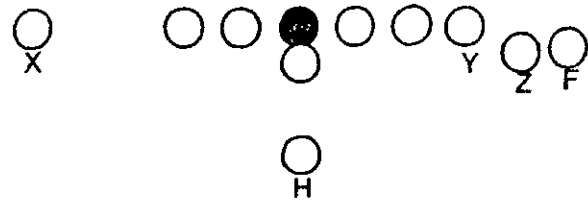
# BASE WORD FORMATIONS

## LOAD LT

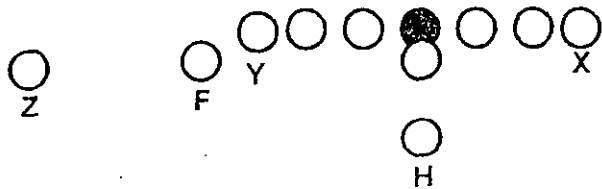


3X1 FORMATION WITH Y, Z & F IN 3 PT. STANCES.  
(USED PRIMARILY FROM NY/TEX PERS.)

## LOAD RT

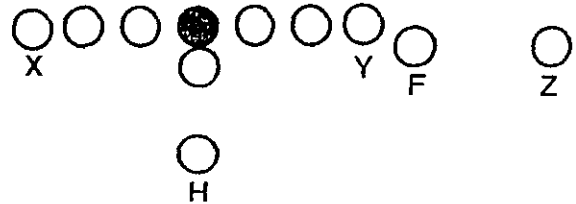


## HEAVY LT

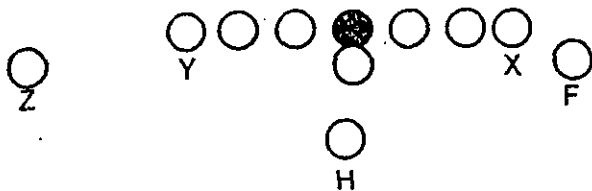


3X1 FORMATION WITH X ON THE LOS. (F-Y-X ARE IN 3 POINT STANCES.  
(USED PRIMARILY FROM GIANT/2T PERS.)

## HEAVY RT

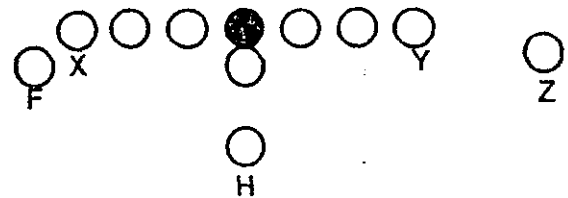


## HEAVY LT FLIP



2X2 FORMATION WITH THE F GOING OPPOSITE THE CALL.  
(Y, X & F IN 3 PT. STANCES.  
(USED PRIMARILY FROM GIANTS/2T PERS.)

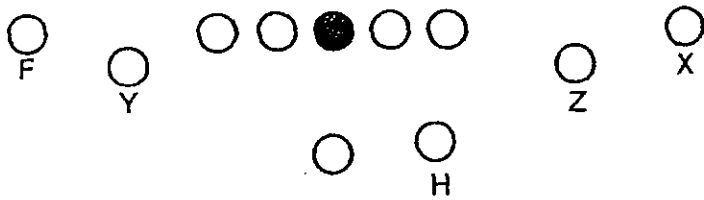
## HEAVY RT FLIP





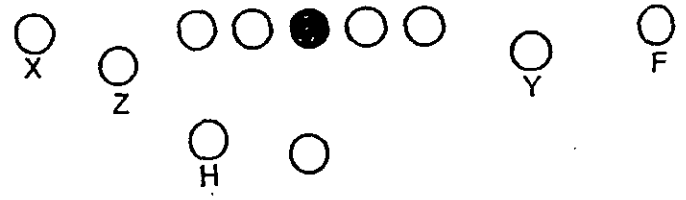
# BASE WORD FORMATIONS

## GUN SPREAD LT

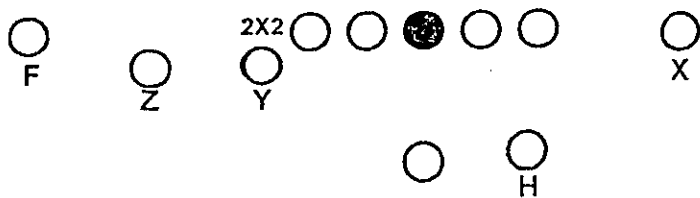


(X & F ALLIGN ON LOS, Y & Z  
SPLIT THE DIFFERENCE BETWEEN  
TACKLE AND OUTSIDE REC.)

## GUN SPREAD RT

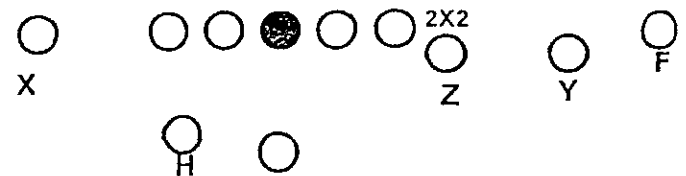


## GUN TRIPS LT



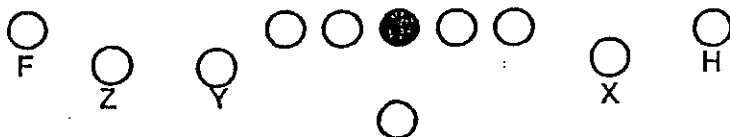
(F ALLIGN ON LOS, Y ALLIGN 2X2  
FROM HIP OF TACKLE, Z SPLIT THE  
DIFFERENCE.)

## GUN TRIPS RT YAZ



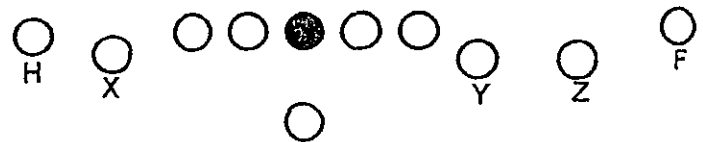
YAZ - Y AND Z SWITCH POSITIONS BUT KEEP  
THEIR OWN INDENTITY

## GUN EMPTY LT

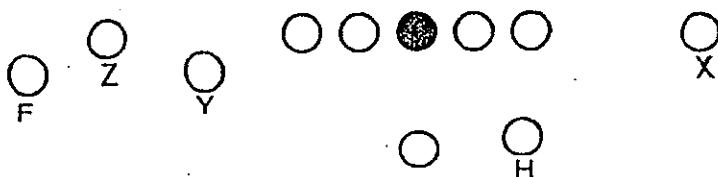


(OUTSIDE PLAYERS F&H ALWAYS  
ALLIGN ON THE LOS! H SPLIT +4  
FROM NUMBERS, F SPLIT +6)

## GUN EMPTY RT

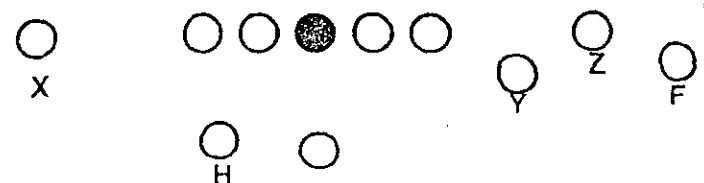


## GUN JET LT



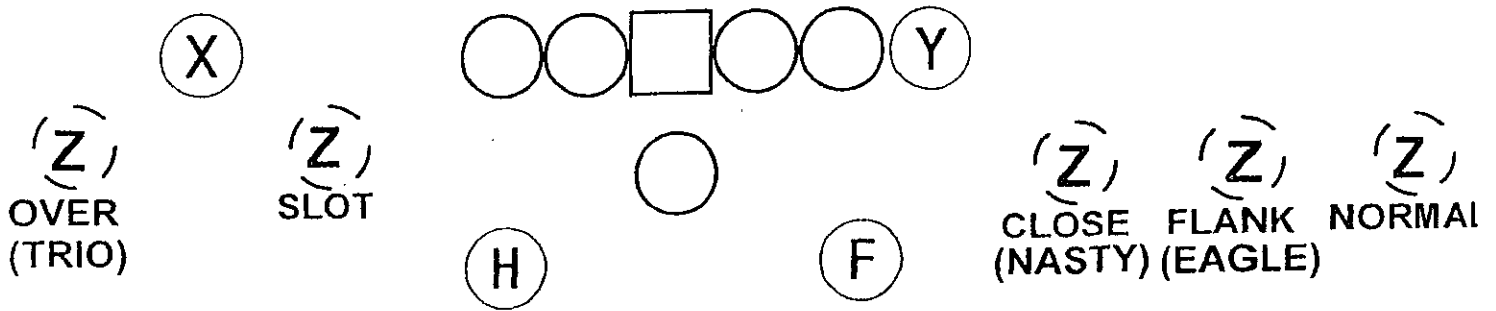
(Z ON LOS -2 FROM NUMBERS, Y  
SPLIT THE DIFFERENCE, F +4)

## GUN JET RT



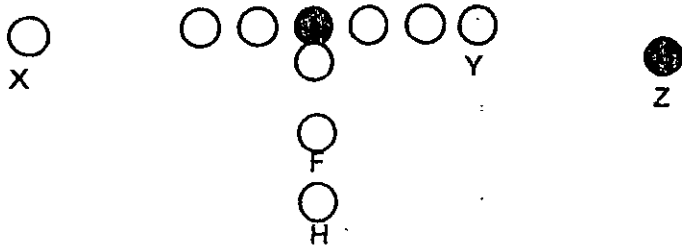
# BUNCH/ WORD FORMATIONS

# Z FORMATIONS AND VARIATIONS

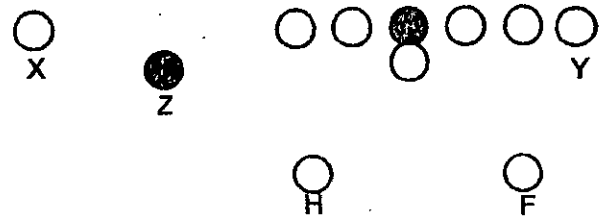


**NOTE:** Z ALIGNS TO THE CALL (Y) EXCEPT IN SLOT, OVER, TRIO OR SWITCH.

0

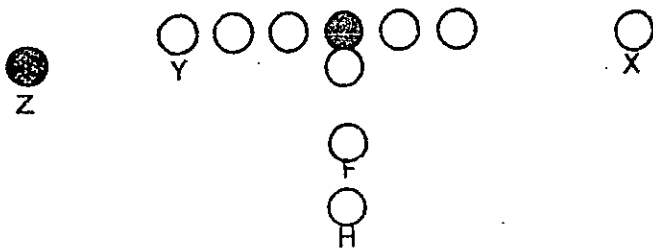


6 SLOT

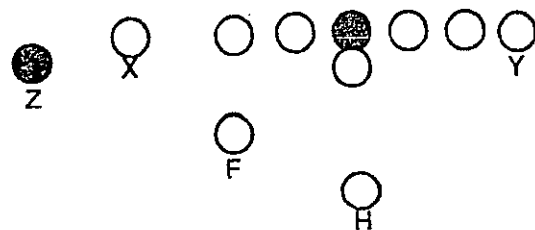


Z SPLIT THE DIFFERENCE BETWEEN THE X AND THE WEAK TACKLE.

1

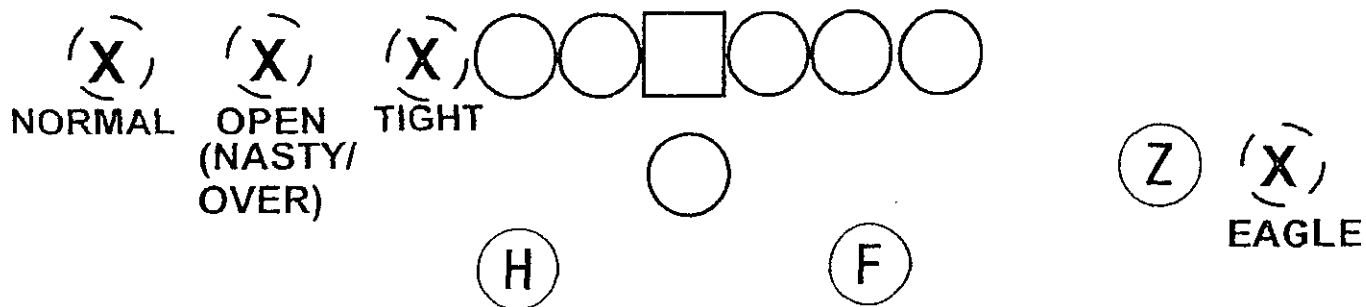


0 WEAK OVER



Z ALIGN 2 YARDS OUTSIDE THE #'S OUTSIDE THE X.

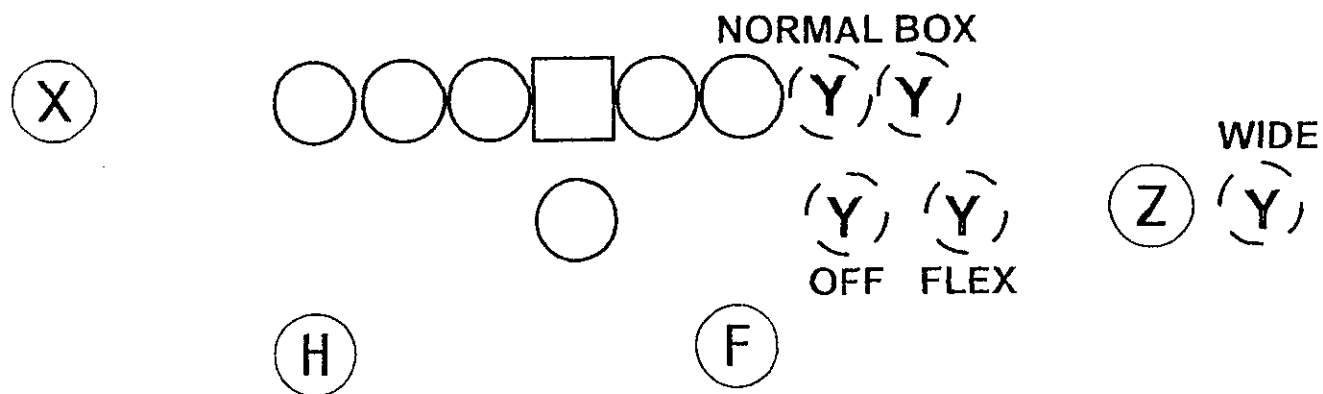
# X FORMATIONS AND VARIATIONS



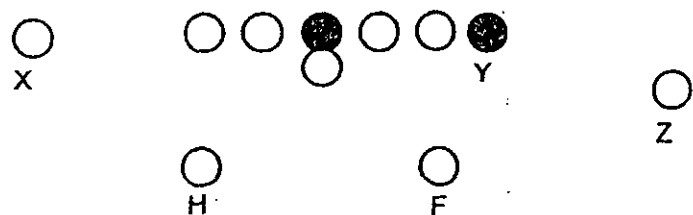
NOTE X ALIGNS OPPOSITE CALL (Y) EXCEPT IN EAGLE, HAWK OR SWITCH.

<p>0</p> <p>X    ○ ○ ● ○ ○ ○    Z</p> <p>○</p> <p>F</p> <p>H</p>	<p>0 SLOT</p> <p>X    Z    ○ ○ ● ○ ○ ○    Y</p> <p>○</p> <p>F</p> <p>H</p>
<p>1 WEAK</p> <p>○    ○ ○ ○ ● ○ ○    X</p> <p>Z</p> <p>○</p> <p>F</p> <p>H</p>	<p>0 OVER</p> <p>○    X    ○ ○ ● ○ ○ ○    Y</p> <p>Z</p> <p>○</p> <p>F</p> <p>H</p> <p>X - SPLIT THE DIFFERENCE BETWEEN Z RECEIVER AND WEAK TACKLE.</p>

# TE (Y) FORMATIONS AND VARIATIONS

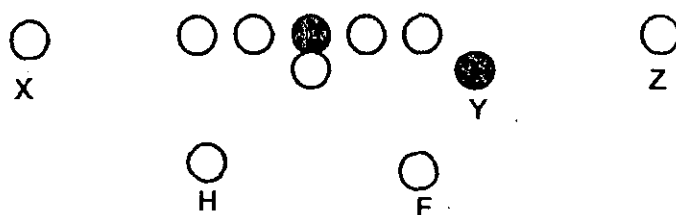


6



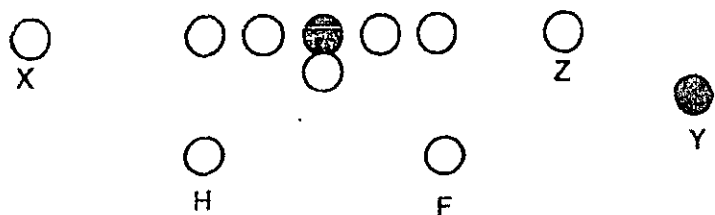
Y - 3 POINT STANCE ON THE LOS, 2 FT. FROM THE TACKLE.

6 OFF



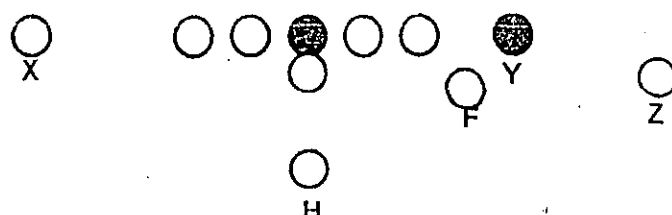
Y - POSITION YOURSELF 1 YD. OUTSIDE THE STRONG TACKLE AND 1 YD. OFF THE BALL.

6 WIDE



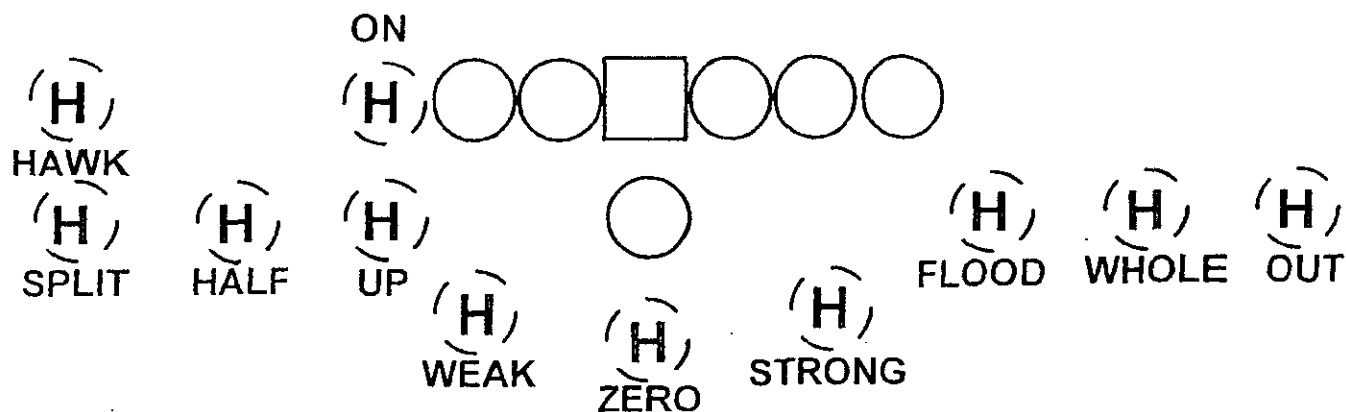
Y - 2 POINT STANCE POSITION YOURSELF 2 YARDS OUTSIDE THE #'S OFF THE LOS.

0 BOX



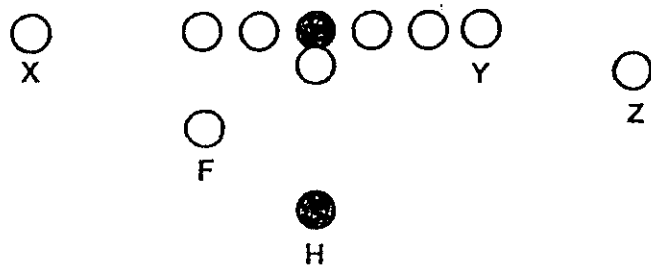
Y - 3 POINT STANCE. POSITION YOURSELF 3 YARDS FROM THE STRONG TACKLE ON THE LOS.

# H FORMATIONS AND VARIATIONS



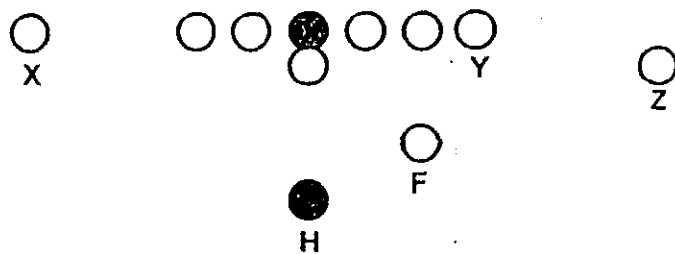
**NOTE** BACK CLOSEST TO FORMATION CALL WILL MAKE THE WEAK OR STRONG ADJUSTMENTS.

## 0 WEAK



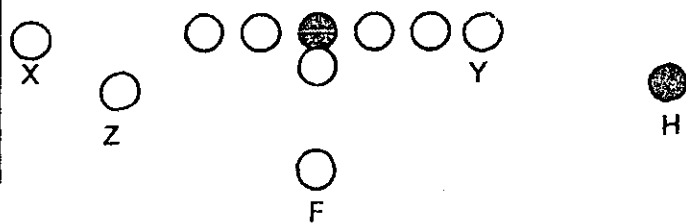
H - LINE UP DIRECTLY BEHIND THE QB WITH YOUR HEELS 7 YDS. FROM THE LOS.

## 0 STRONG



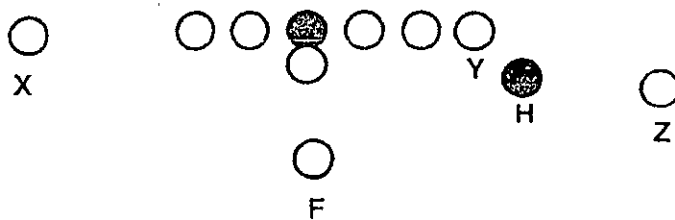
H - LINE UP DIRECTLY BEHIND THE QB WITH YOUR HEELS 7 YDS. FROM THE LOS.

## 8 OUT SLOT



H - 2 YD. SPLIT OUTSIDE EDGE OF #'S, 1 YD. OFF LOS.

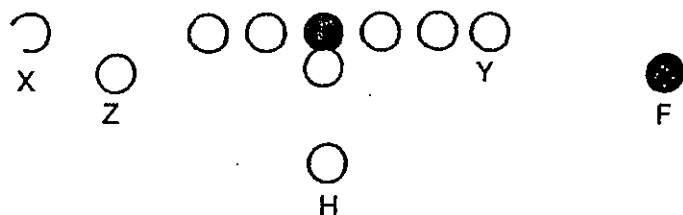
## 8 FLOOD



H - 3 POINT STANCE 1X1 FROM THE TIGHT END.

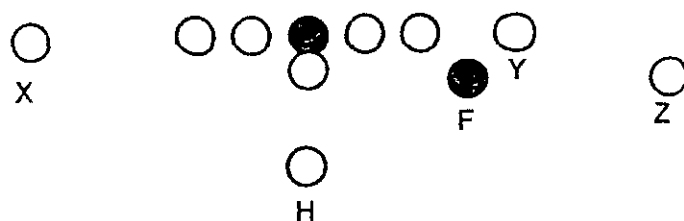
# F FORMATIONS AND VARIATIONS

## 0 OUT SLOT



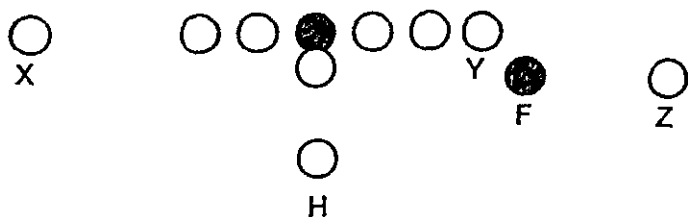
F - 2 YD. SPLIT OUTSIDE EDGE OF #'S, 1 YD. OFF LOS.

## 0 BOX



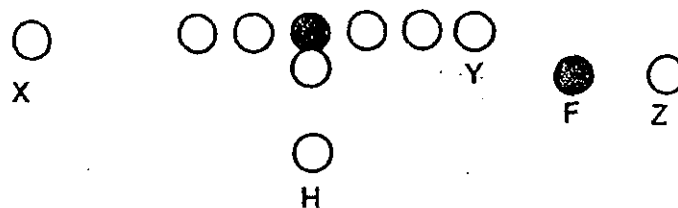
F - 3 POINT STANCE, 1 YD OFF LOS SPLITTING THE DIFFERENCE BETWEEN Y & TACKLE.

## 0 FLOOD



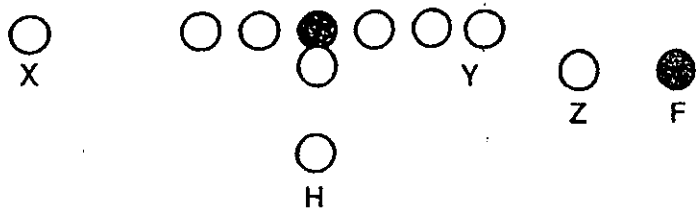
F - 3 POINT STANCE 1X1 FROM THE Y.

## 0 WHOLE



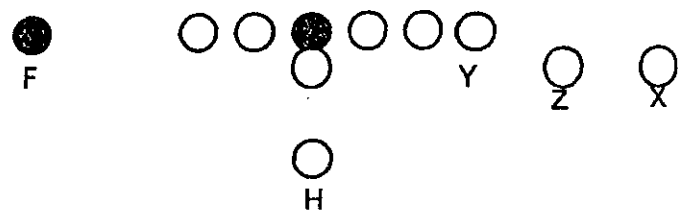
F - 1 YD OFF LOS, SPLITTING THE DIFFERENCE BETWEEN Y & Z

## 0 OUT



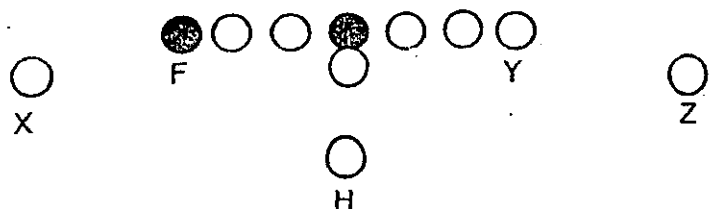
F - 1 YARD OFF LOS (OUTSIDE OF Z) 2 YDS OUTSIDE THE #'S.

## EAGLE RT



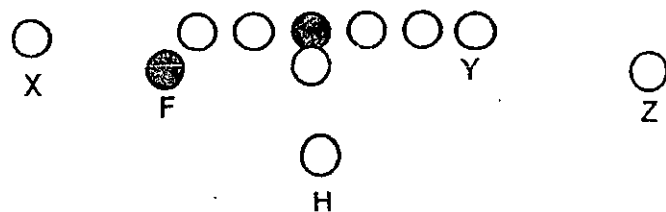
F - ON THE LOS, WEAK SIDE, 2 YARDS OUTSIDE THE #'S.

## 0 ON



F - ON THE LOS, 3 POINT STANCE, NORMAL SPLIT FROM THE TACKLE.

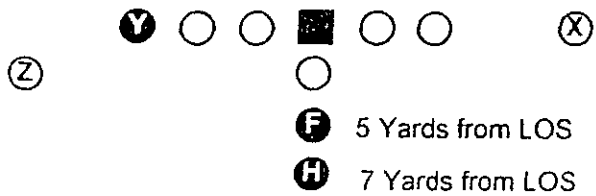
## 0 UP



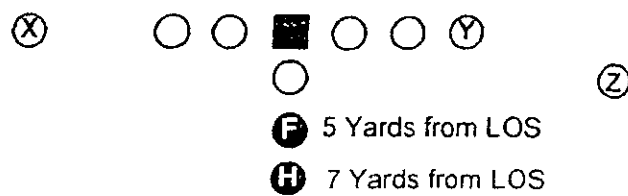
F - 3 POINT STANCE, 1X1 FROM THE TACKLE.

# BASE FORMATIONS

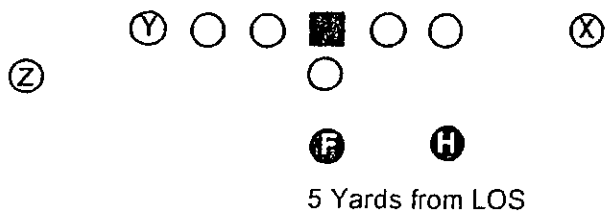
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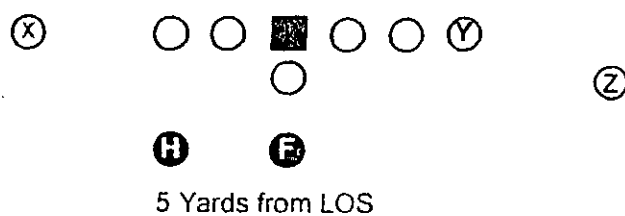
0



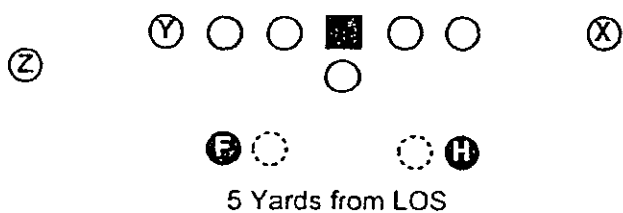
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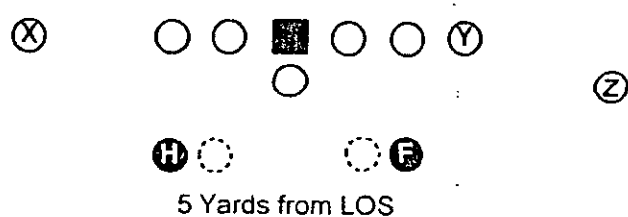
2



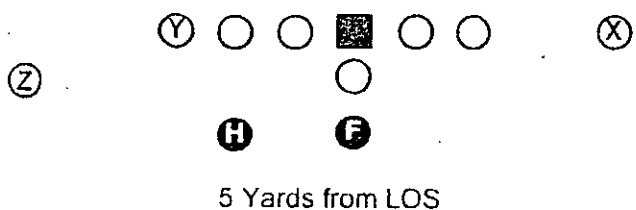
7 (Near)



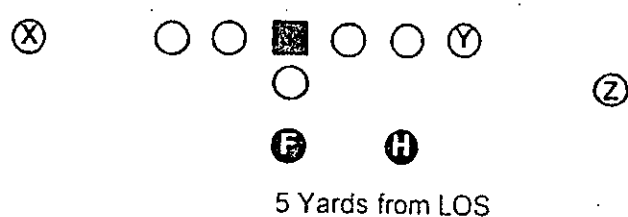
6 (Near)



9



8





## PERSONNEL COMBINATIONS

1. REGULAR 1 BACK (H), 2 WR'S (X/Z), 2 TE (Y/F)
2. DETROIT 1 BACK (H), 2 WR'S (X/Z), 2 TE (F/Y EXCHANGE ROLES)
3. HALF 1 BACK, 3 WR'S (X/Z/F), 1 TE (Y)
4. 3 WIDES 2 BACKS, 3 WR'S (X/Y/Z)
5. BIG 3 1 BACK, 1 TE (F), 3 WR (X/Y/Z)
6. REGULAR PONY 2 HALFBACKS, 1 TE, 2 WR (Z/X)
7. PONY 2 HALFBACKS, 3 WR'S (Y/Z/X)
8. TEX 2 BACKS, 1 WR (X), 2 TE'S (Y/Z)
9. TWO TITES 2 BACKS, 1 WR (Z), 2 TE'S (X/Y)

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10. GOAL LINE 2 BACKS, 3 TE'S (X/Y/Z)
11. NEW YORK 1 BACK, 1 WR (X), 3 TE'S (Y/F/Z)
12. GIANT 1 BACK, 1 WR (Z), 3 TE'S (Y/X/F)
13. 4 WIDES 1 BACK, 4 WR'S (X/Y/Z/F)
14. 5 WIDES 5 WR'S (X/Y/Z/F/H)
15. TENNESSEE 4 WIDES (X/Z/H/F), 1 TE (Y), 0 RB's

## QUARTERBACK CHANGING PLAYS AT LINE OF SCRIMMAGE

### "ALERT" PLAYS

1. Alert Plays are the SAME PLAY with the opportunity to go the other direction!! The QB will give an "Opposite" call if he wants to run the particular play the other way.
2. "Alert" plays will be called on "one"
3. Example of "Alert" call from the huddle would be:

#### **"0 ON ALERT SPRINT 38**

(if "opposite" is called at LOS we are running SPRINT 39!)

4. "Easy" can be used for alerts or 2<sup>nd</sup> sound plays to either change the play or go back to the original play. Example: QB makes a mistake with "opposite", he calls "Easy"; this takes us back to the original call.

### "KILL" PACKAGES

1. A "Kill" Package is two plays called in the huddle with the intention of running the first play called. If the defensive look is not what we want, the QB will "KILL" to the second play.
2. "Kill" packages will always be on "one"
3. We can "KILL" run to run, run to pass, pass to run and pass to pass.
4. Example of a "Kill" package called in the huddle would be:
  - a. **"0 WEAK SPRINT 38 TED KILL RIDE 35 BASE"** (Vs. SS Down, the QB would kill to R-35 Base, the snap count would be on "one". Vs. FS Down the QB would now leave the play on and run Sprint 38 Ted)
  - b. **"SPREAD RIGHT NICKEL 40 KILL 52 ALL GO"** (Vs. a 5-Man box the QB would run Nickel 40 on our standard snap count. Vs. a 6-Man box the QB could "Kill-Kill" at the LOS prior to his cadence indicating we now want to run 52 All Go.)

### AUDIBLES

1. An Audible is when the QB will change the play at the LOS using the color "Black" in his cadence due to a certain defensive look.
2. Audibled plays will automatically change the cadence to "One"
3. Examples of an Audibled play would be:
  - a. **"BLACK 72 TORNADO – BLACK 72 TORNADO, SET HUT"**: (We are now running 72 Protection with Tornado being the route.)
  - b. **"BLACK 39 ROCKET – BLACK 39 ROCKET" SET, HUT"** (We are now running Rocket Screen off of Toss 39 with the running back)

### NO HUDDLE

#### RACEHORSE

Our at the LOS No Huddle offense from 1 Back or 2 Back. The plays will be by game plan and communicated in the same manner as our Two Minute offense. The snap count will be on "one".

#### TWO MINUTE

The QB will alert the team for Two Minute Offense in the huddle. Example of QB call: "Alert for Two Minute this play is Gun Spread Right Nickel 40 on One". After running the first play, the offense will line up on the LOS, the QB will call the protection and signal the route to the receivers, we will run that play on the second sound. ("Blue-Go"). We will continue to run the Two Minute Offense until the clock is stopped or QB calls for a huddle or time out. We can and will use the Two Minute Offense even though there may be more than two minutes on the clock.

**BASIC**

**INFORMATION**

## POLICIES

### Training Camp

Reporters are permitted to interview players on the field after practices. The locker room at training camp is closed to reporters. At lunch, reporters are asked not to interview players while they are eating. You also will receive phone messages from the public relations staff to call reporters, which you should do promptly.

### Cowboys Locker Room

The locker room at our facility in Dallas is open for approximately 45 minutes each day during the season. That time is usually 2:00 p.m. to 2:45 p.m. daily. Other interviews may be conducted at other times outside the locker room, or outside the complex. **Women reporters are permitted in the locker room.** The heaviest media coverage during the week normally is after practice and during your lunch break (2:00 p.m. to 2:45 p.m.) on Monday and Wednesday and Thursday. **A Reminder** – When you leave the enclosed area of the locker room be sure to wear shorts – even if you are going directly to the shower. There are a number of women in the media. Also, from time to time, women employees and tour groups will be in the open areas of the locker room.

### Post-Game Interviews

In accordance with NFL policy, the locker room at Texas Stadium is open to reporters following all games. Interviews are conducted in the locker room and across the hall in a special interview room for Coach Parcells and selected players. There will be a 10-12 minute cooling off period before the locker room is opened to the media. On the road, our locker room is also open to reporters.

Because the locker rooms are open to female reporters, players are encouraged to wear shorts in the locker area when going to the showers, and robes or towels upon returning to lockers from the shower area. Larger wrap-around towels will be provided for this purpose – both at home and on the road.

**NOTE:** Female reporters are an important part of life in the NFL. They are to be treated fairly, professionally, and with the same respect and courtesy as male reporters. Any misconduct in this area will be reported to Coach Parcells and Jerry Jones for appropriate disciplinary action.

**KDAF-TV (Channel 33)**

- The WB affiliate in Dallas-Fort Worth
- Bob Irzyk is the Sports Director and does the 9:00 sports reports.
- Dave Chrome also reports sports.

**FOX Sports Southwest:**

- FOX Sports Southwest is a regional cable network that covers sports throughout the Southwest. John Rhadigan, Emily Jones and Rick Renner report sports for FSSW.

## Associated Press

- Jamie Aron is the AP sports editor in Dallas and Stephen Hawkin is an AP sports writer in Dallas.

Their stories run on AP's national sports wire, which is received by newspapers and TV stations throughout the country.

## www.dallascowboys.com

- The Dallas Cowboys official home website is the most frequently visited team web page in professional sports. This site includes the latest news, opinions and feature stories on the Dallas Cowboys.
- Mickey Spagnola and Nick Eatman are the primary reporters for dallascowboys.com. At times throughout the year, players will be asked to participate in on-line chats with subscribers to the team web site.

## Dallas Cowboys Weekly

- Circulation 40,000. It is the largest team publication in sports.
- Ron Spain, Sam Iannuzzi and others contribute stories.

## KTCK Radio (1310 AM)

- KTCK The Ticket originates radio broadcasts of all Cowboys games. Brad Sham handles the play-by-play, Babe Laufenberg handles the color and Kristi Scales handles the sideline reports
- In addition to being the flagship station of Dallas Cowboys broadcasts, KTCK The Ticket is one of two local all sports talk radio stations in the Dallas/Fort Worth market. Talk shows are hosted by the following personalities at the following times during the week:
  - George Dunham and Craig Miller – 5:30 a.m. to 10:00 a.m.
  - Norm Hitzges – 10:00 a.m. to 12:00 Noon
  - Bob Sturm and Dan McDowell – 12:00 p.m. to 3:00 p.m.
  - Greg Williams and Mike Rhyner – 3:00 p.m. to 7:00 p.m.

## PERSONAL APPEARANCES

Personal appearances fall into two categories. The first is regarded as community relations, and the other is commercial.

When the Public Relations Department receives a request, it is standard procedure that the party making the request is asked to submit a letter that includes the budget and a list of Cowboys players they would prefer.

When that list is received, we start at the top and work our way down until we find a player who can fill the commitment.

It is obvious then that veteran players are going to be called upon more frequently than younger players.

When we receive requests for "a" Cowboy, we attempt to spread these around as best we can. But it should be understood that the extremely lucrative endorsements are rare indeed, and when they do come, they are for a specific player.

If a player makes an appearance for a charity or other worthwhile cause, or has scheduled an appearance in the future, please let Emily Robbins know (972/556-9959) so that we can keep our calendar, and your community bio information, up to date.

Records are kept on all of the above material and are available should you wish to see them. The important thing is – if you have a question regarding appearances, please contact Emily Robbins at 972/556-9359.

## STATEMENT REGARDING DRUG USE FROM THE DALLAS COWBOYS

The Dallas Cowboys Football Club fully endorses the Commissioner's stance on drug use, and is committed to keeping all players and other personnel free from drug and alcohol problems. Please take note of the following information:

### Medical Assistance

If you believe you have a medical problem involving dependency on drugs or alcohol, you can obtain immediate help. To get this help, contact any one of the following:

- ☐ Player Assistance/Development (972) 556-9957
- ☐ Mr. Jim Maurer, (972) 556-9991 (Office); (214) 437-3675 (Cell)
- ☐ N.F.L. Medical Advisor, Drugs of Abuse, Dr. Lawrence S. Brown, Jr., (800) 683-9173; (718) 522-7363 (Office); (718) 291-5897 (Home)
- ☐ NFL Medical Advisor, Anabolic Steroids, Dr. John A. Lombardo, (614) 293-5260 (Office); (614) 442-0106 (Home)
- ☐ N.F.L. Representatives:  
Ben Nix, (817) 461-8541, (888) 438-1835

### Confidentiality

This Club and the N.F.L. recognize that problems of chemical dependency should be handled confidentially (see Art. XLIV, Section 6(b), Page 233 of the 1993 Collective Bargaining Agreement).

### Health Risks

Drug abuse carries with it the threat of serious health hazards. For example, each year in the United States, only heart disease and cancer cause deaths more than alcohol. Illegal drugs, including cocaine, can become severely addictive and may even lead to death. As for the use of drugs in an attempt to improve athletic performance, it has been proven that reaction time and motor skills are impaired by stimulants and depressants.



### Training Room requests for your well-being:

1. Record your weight before and after every practice (this is required).
2. Request any special pads, sleeves or equipment you need well in advance of practice starting.
3. Arrive on time for your scheduled taping time (this is required).
4. All injured players should dress in your shorts or sweat pants, your jersey and your helmet for every practice unless otherwise informed by the Head Coach or a member of the Athletic Training Staff.
5. Take plenty of fluids before each practice.
6. Caution: Too much fruit can lead to diarrhea and dehydration.
7. Treat blisters immediately. See an athletic trainer for help.
8. All players involved in rehab should check in with a member of the training staff daily, and should be on the field **ON TIME** for each practice.
9. Players who work in full pads WILL condition after practice.
10. Injured players ~~SHOULD NOT LEAVE THE FIELD~~ until instructed by a staff athletic trainer.
11. The Medical Staff is here to help you. Please help us by giving us plenty of room around an injured athlete and **NEVER MOVE AN INJURED PLAYER.**

## DALLAS COWBOYS DRESS CODE POLICY

For your safety and the safety of your teammates, the following are the classifications of dress codes for practices. All practice gear includes socks, shoes, jocks, shorts, tee shirts, and girdles.

### Training Camp and Regular Season

- ☐ Full Gear (All training camp practices, unless otherwise noted by coaching staff)
  - ☐ Helmets
  - ☐ Shoulder Pads
  - ☐ Practice Jersey
  - ☐ Practice Pants with thigh pads (Required)
  - ☐ Knee braces required for Linemen
  - ☐ Hip pads are available upon request and are strongly recommended
- ☐ Shorts/Shoulder Pads
  - ☐ Helmets
  - ☐ Shoulder Pads
  - ☐ Practice Jersey
  - ☐ Knee braces required for Linemen
  - ☐ Shorts/Sweat Pants
- ☐ Helmets/Shells Only
  - ☐ Helmets
  - ☐ Practice Jersey
  - ☐ Soft Shell
  - ☐ Shorts/Sweat Pants

If these dress codes are not adhered to, you can be subject to a fine in two classifications. A maximum of TBA fine for not meeting mandatory dress codes, and/or if an injury results, the provisions of your contract under the category of "Conduct Detrimental" would apply, which would be a maximum fine of TBA or at the discretion of the Head Coach.

## 2006 TEAM RULES AND REGULATIONS

Rules and regulations are essential for the efficient operation of this team to allow us to play to our maximum potential. Becoming familiar with these policies and procedures will avoid any reprimands or fines.

### General Conduct

The Dallas Cowboys are proud of our tradition, the foundation of which was established years ago by many fine Cowboys' team members. We expect that your general conduct will not reflect negatively on you, your teammates or this organization. If a player utilizes good common sense, he will not have any difficulty adjusting to our program. If you have any questions with regard to any activity, ask first.

### General Policy

1. All players must be on time for all meetings, practice sessions, meals and all types of transportation. The curfews must be observed. Players must keep all publicity appointments and be on time. If an emergency occurs that detains you, call a member of the coaching staff, the training staff, a secretary or another member of the organization and inform them of the delay PRIOR to you being "late".
2. If a function is deemed mandatory, it is done under the guidelines that the function is in the best interest of the team. Therefore, you are expected to be there and to be on time. The Head Coach is the only person who may excuse you.
3. Players must report all injuries and illness to the Athletic Trainer or the Club physician immediately, and be prompt in keeping appointments.
4. Players must familiarize themselves with their NFL contracts, particularly with regard to general conduct.
5. Players shall not write or sponsor magazine or newspaper articles or endorse any product or service, or appear on or participate in any commercial radio or television program without the consent of the Club..
7. No alcoholic beverages are allowed in any dormitory, hotel room.
8. No football cleats are to be worn in the Locker Room or Training Room.
9. No practice gear (i.e., t-shirts, shorts, sweats) is to be removed from the training complex.

## FINE SCHEDULE

### Maximum Fines Which May be Levied

1. Unexcused late reporting for or absence from pre-season training camp by a player under contract (except those signed as Unrestricted Free Agents) – maximum fine per day .....TBA  
  
Unexcused late reporting for or absence from pre-season training camp by a player under contract signed as an Unrestricted Free Agent – maximum fine of **TBA** per day, plus one week's regular season salary for each pre-season game missed.
2. Unexcused absence from mandatory off-season mini camp .....TBA  
Unexcused late reporting for mandatory off-season mini camp .....TBA
3. Unexcused, late reporting for team meetings .....TBA  
Unexcused, late reporting for practice .....TBA  
Unexcused, late reporting for athletic trainers' and doctor's Appointments .....TBA  
Unexcused, late reporting for scheduled promotional activity .....TBA
4. Unexcused, missing any scheduled team transportation – Pay own transportation and fine at discretion of Head Coach (maximum) .....TBA
5. Unexcused, missed team meeting .....TBA  
Unexcused, missing practice .....TBA  
Unexcused, missing trainers' and doctors' appointments .....TBA  
Material failure to follow Club rehabilitation directions .....TBA  
Unexcused, missing scheduled promotional activity .....TBA
6. Curfew violations:  
Disturbance after 11 p.m. ....TBA  
Not in dorm by 11 p.m. (or **designated curfew time**) .....TBA  
Not in room by 11:30 p.m.:      First 15 minutes .....TBA  
   Next 15 minutes .....TBA  
   Each additional 15 minutes .....TBA  
   Maximum Fine .....TBA  
   (Report to Coach Parcells on arrival.)  
  
Out after curfew night before game ..... Conduct detrimental to Club\*\*
7. Visitors in room at Training Camp  
or on road trips ..... Conduct detrimental to Club\*\*
8. Sprained ankle without taping or bracing .....TBA

# 2006 TRAINING CAMP PRACTICE SCHEDULE

## 2-A-DAYS

6:00 a.m.	-	8:00 a.m.	Breakfast (Optional)
6:30 a.m.			Treatment for injured players ( <b>MANDATORY</b> )
7:30 a.m.	-	8:30 a.m.	Weights Available
8:40 a.m.	-		Special Teams Walk-thru
8:50 a.m.			OTL – S, H, K, QB, RB, TE, C (GL Cover)
9:00 a.m.	-	9:15 a.m.	Walk-thru – Offense/Defense
9:10 a.m.	-	9:23 a.m.	Stretch and warm-up
9:23 a.m.	-	9:38 a.m.	Individual (Tech Work)
9:38 a.m.	-	9:45 a.m.	Play Action
9:45 a.m.	-	9:52 a.m.	Tech Period
9:52 a.m.	-	10:02 a.m.	Team – Run
10:02 a.m.	-	10:09 a.m.	Teams #1
10:09 a.m.			Break
10:13 a.m.			Perm & PA – Mix Blitz
10:23 a.m.			7 on 7 – 1 <sup>st</sup> , 2 <sup>nd</sup> , 1 on 1
10:31 a.m.			Team Situations
10:36 a.m.			Team Runs, PA, DB (Mix Blitz) 1 <sup>st</sup> & 2 <sup>nd</sup>
10:45 a.m.			Team Specialty Phase (Red, GL, SY)
10:55 a.m.			All Up – Returners – KO or Punt
			Press will talk to skill players (QB, WR, DB, RB, FB, K) coming off field (15 minutes)
11:00 a.m.	-	11:45 a.m.	Weights (OL, DL, LB, TE in a.m.)
11:30 a.m.	-	1:30 p.m.	Lunch and Rest ( <b>MANDATORY</b> )
1:30 p.m.			Special Teams Meeting
2:00 p.m.	-	3:50 p.m.	Offense/Defense Meetings
			2:00-2:50 – AM Films
			2:50-3:25 – Install
			3:25-3:50 – Individual
3:50 p.m.	-	4:45 p.m.	Tape and Dress
4:40 p.m.	-		Special Teams Walk-thru
4:50 p.m.			OTL – S, H, K, C, RB, TE
5:00 p.m.	-	5:15 p.m.	Walk-thru
5:15 p.m.	-	5:20 p.m.	Stretch and Starts
5:20 p.m.	-	5:38 p.m.	Individual
5:38 p.m.	-	5:45 p.m.	Tech Emphasis - Pass Emphasis
5:52 p.m.	-	6:00 p.m.	Teams #2
6:08 p.m.			Break
6:12 p.m.	-	6:21 p.m.	Situation
6:26 p.m.	-	6:40 p.m.	Team 2 <sup>nd</sup> & 3 <sup>rd</sup> , 3 <sup>rd</sup> Long (Mix Blitz)
6:40 p.m.	-	6:50 p.m.	Team Specialty Phase (Red, GL, SY)
6:50 p.m.	-	6:55 p.m.	Returners opposite AM
			Press will talk to OL, DL, LB and TE coming off field. (15 minutes)
7:00 p.m.			Weights (WR, DB, QB, RB, FB, Kickers in p.m.)
7:30 p.m.			Dinner ( <b>MANDATORY</b> )
8:00 p.m.			Coaches' Meeting
8:30 p.m.			Treatment for injured players ( <b>MANDATORY</b> )
11:00 p.m.			Curfew – Bed Check

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## NATIONAL FOOTBALL LEAGUE POLICIES FOR PLAYERS

# GENERAL INFORMATION

### NOTICE

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Any violation of the above, which includes the loss of all or part of this Playbook, shall subject the offender to a fine equal to the maximum fine as determined by the NFL Maximum Discipline Schedule. This fine will be held from final check until playbook is turned in.

This Playbook shall be returned in its entirety to the DCFC at the conclusion of the 2006 season or at any time upon demand by the DCFC.